Game Boy

Seiken Densetsu Final Fantasy Gaiden Complete Strategy Guide

NTT Publishing

GAME BOY

Seiken

Final Fantasy Gaiden

聖剣伝説

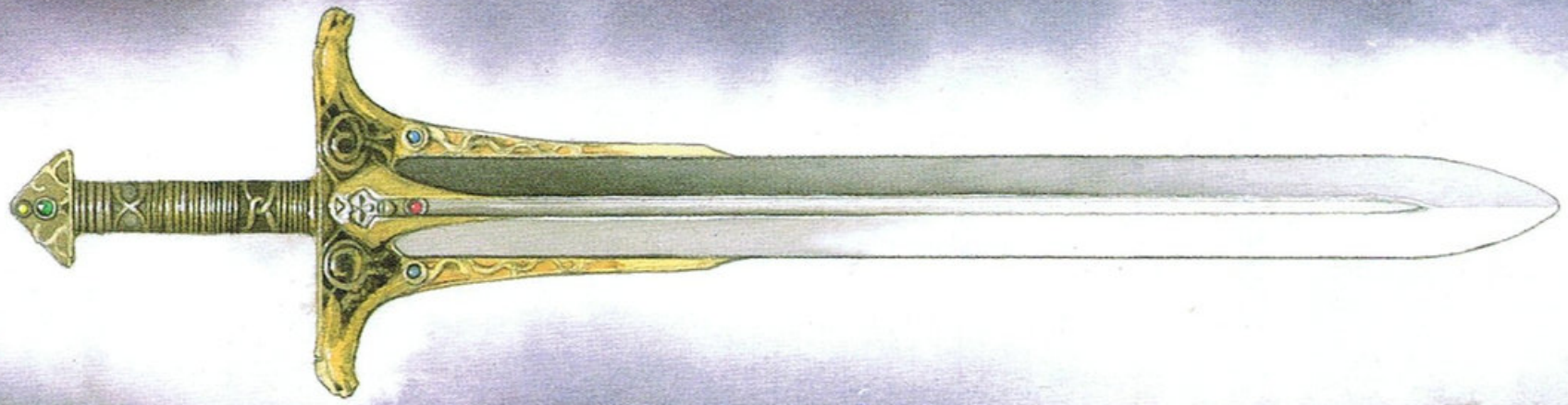
Complete Strategy Guide

SQUARE BRAND

Shadow Knight, Jema's knight...
And a mysterious girl and the Mana Tree
unfold an epic-scale
ARPG "Seiken Densetsu".
This book, following the basics volume,
is a complete strategy guide presented to brave adventurers.
At the end of the volume, including the complete maps,
monsters, items, weapons and armor,
all the data necessary for adventure are exhaustively listed.
Now, all of it is revealed

[redacted]

[Complete Strategy Edition]

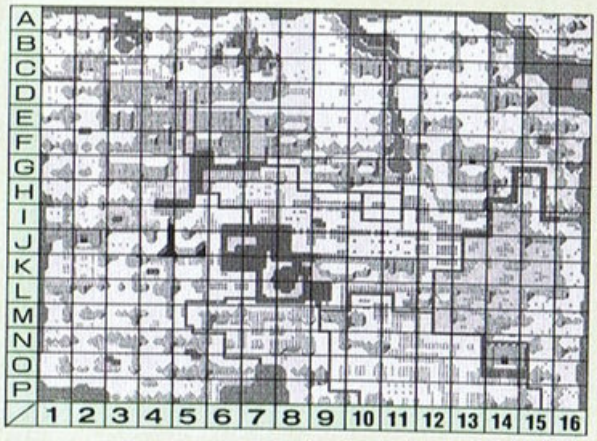


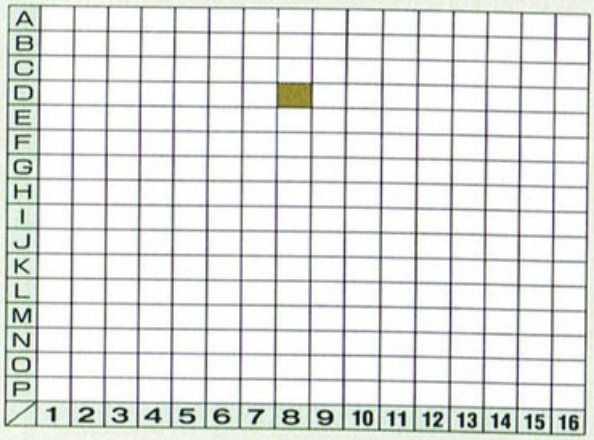
Part 1 Coordinates

If you use the full map at the ba ck in combination

You'll reach your destination smoothly

The full map at the back corresponds to the sub-screen map you select with t he Select button, and the coordinate po sitions are exactly the same. For exampl e, if the D8 area on the screen is flashing , it means you are at the position where D is vertical and 8 is horizontal on the fu ll map. By using this full map, you can re ach your destination without getting los t. Incidentally, the ENTRANCE symbols f or each town and dungeon also corresp ond to the full map, so use those as tar gets when moving across the field.





No.2 Mattock and Keys

Shows the minimum number required in each dungeon

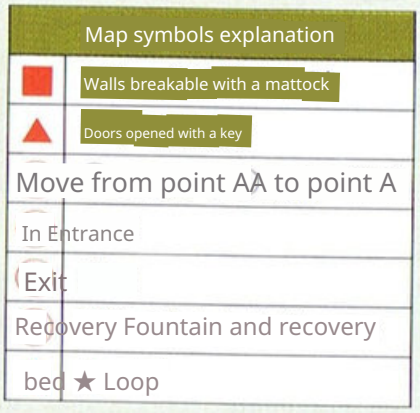
To clear a dungeon, you must have the passage items: the mattock and keys. He re, I've indicated the minimum number o f those items required for each dungeon. However, keep in mind that this number represents only the absolute minimum needed. Also, the "best equipment" show s the strongest weapons and armor that can be obtained up to that point.

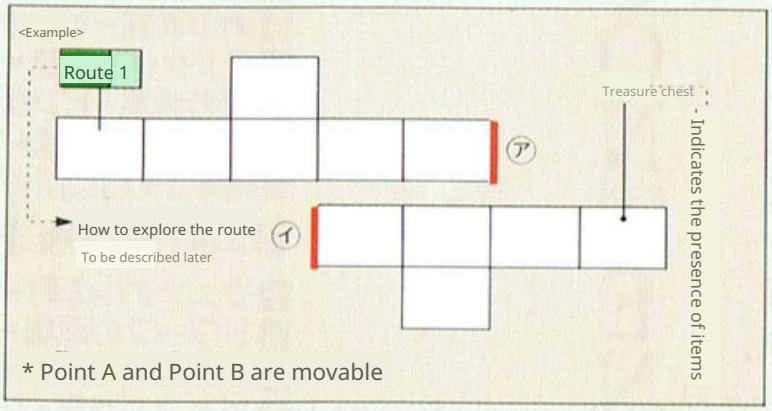
Mattocks and keys are extremely important for clearing dungeons.

GUIDE

Part 3: Map

Comprehensive information for a perfect clear




<Example>
Route 1
Treasure chest
How to explore the route
To be described later
- Indicates the presence of items
* Point A and Point B are movable

Each town and dungeon map contains a ll information tightly condensed. Those det ails are explained later in greater detail in sections on route development, message a nalysis, combat &攻略 (strategy) and story progression. There are also data represent ed by symbols, so refer to the above table.

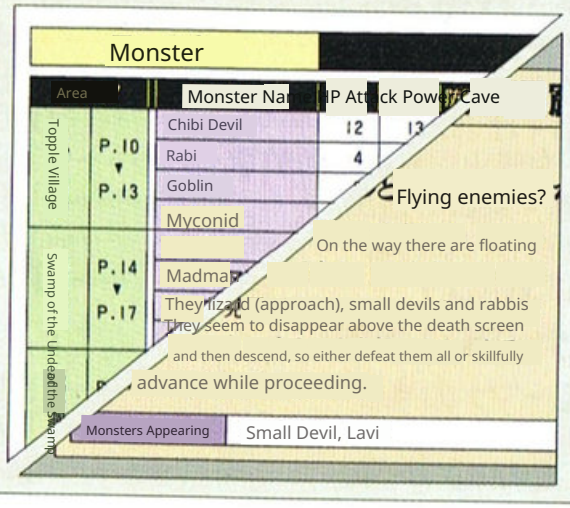
There are also data, so refer to the table above.

Important information for clearing dungeons, walls that can be broken with specific weapons, and locked doors are also shown. Also, the example points A and B above are

actually connected. Please be careful.

Part 4 Items, Magic, and Monsters

Fully corresponds to the maps at the end of the book



The weapon/armor, item, magic, and monster data on the back of th e full map at the end of the volume fully correspond to the contents of t his book. For example, the end map shows the entry for the "Round Drop and, on the left, the specific benefits of this item The page numbers showing where informa tion such as usage is listed are displayed.

keisai

Seiken Densetsu

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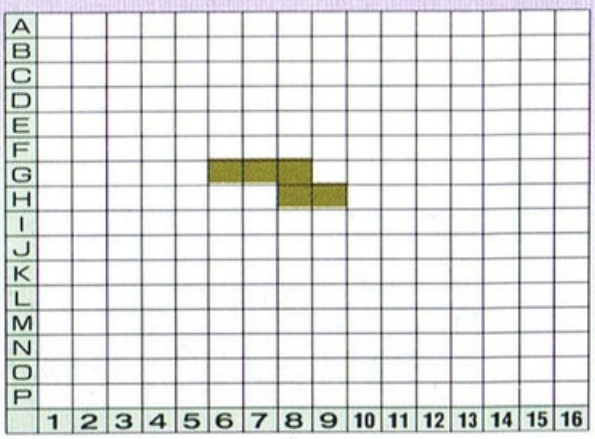
第1章
The Mission of Mana

Grance Castle — Topple Village



Objective: Escape from Grance Castle and head out into the field

After defeating the jackal,
you will obtain information about three people,
use that to escape Grance Castle.
Once you reach the regular field,
many common enemies will appear,
Aim for Topple while defeating them.

Shortcut Route: G6▸G7▸G8▸H8▸H9

No items or magic obtainable within the route

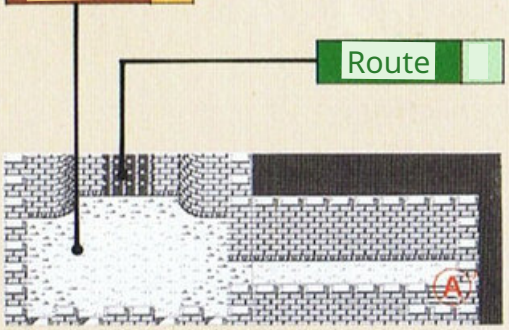
None

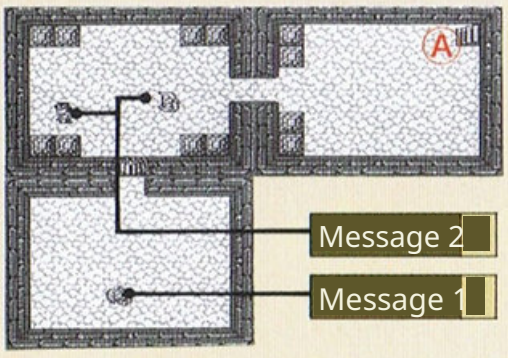
ENTRANCE The merciless Shadow Knight's castle

[0]

Glance Castle

Battle





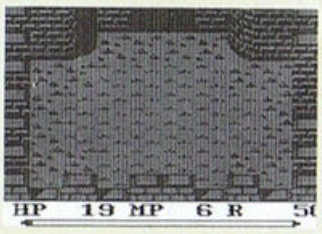
■Shop Guide

Inn | 0 shops | 0 R

Escape from a Harrowing Slave Life!!

The protagonist infiltrated Gr
shinyu
slave
ns Castle to defeat the Shadow Knight but failed, and was forced to work every day as a slave.
slave
However, the death of fellow slave Willie
prompted him to decide to escape.

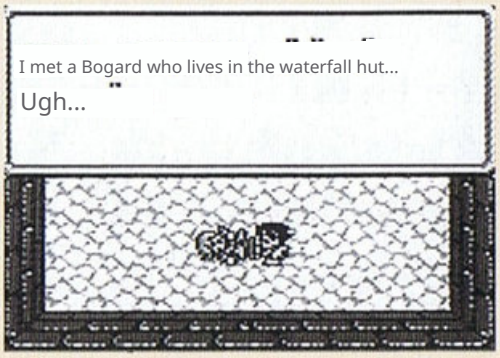
★ After battle, HP is MAX!! This g
ame starts abruptly
with a battle scene.
Hit Points
Even if your HP gets reduce
d, it will be fully recovered b
y the end of this battle.



Message Analysis

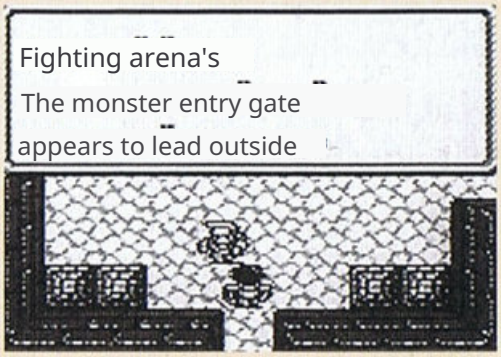
Message 1 The slave companion Willy's story

Willy, who had collapsed from repeated wounds and exhau
stion, revealed to the protagonist the crisis of the Mana Tree.
According to him, the one who can save this crisis is Jema's
Knight
It seems there are only knights. The Bogard at the waterfall hut
Willy died leaving behind the words, "Meet... the Bogard..."
Vendetta
There's nothing left to do but avenge him, right?



Message 2 Female warrior Amanda and a man's information

Two people, the female warrior Amanda and a man, are in the neighboring room.
Before dying, he wanted to see his younger brother in town one more time
rust
Amanda's lonely message: "I want to die..."
Fighting arena
From the man we learned that you can exit to the outside fro
m the monster entrance gate of the fighting arena. Defeat th
e monsters and pass through that gate to get outside!!



Combat & Strategy

Battle 1 Battle with the Jackal

Since he hasn't leveled up yet, the protag
onist's all stats are low. It takes a long time
to use MAX attack, so strike repeatedly with
the sword. If you stay ahead of the positio
n where you entered, y
ou won't take damage.

Vertical movement causes damage

Technical data

- Max HP/32
- Attack/8
- Defense/3-2
- Luck/0
- Experience 0
- Item / None

Best Weapon	Broadsword
Best Magic	———

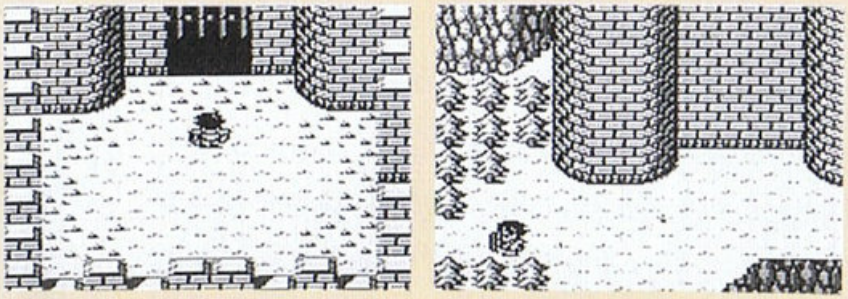
特

A fearsome nocturnal carnivo
re resembling a wolf that parti
cularly prefers humans and ca
rrion. It attacks with sharp claws a
nd deals heavy damage.

Route Development

Route 1 Exit the castle from the monster gate

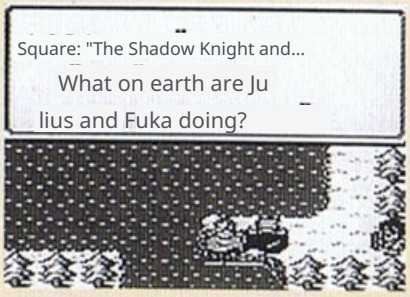
When you defeat the jackal, the gate will remain open, so go outside. If you go down the castle wall and head west, there is a waterfall pool.

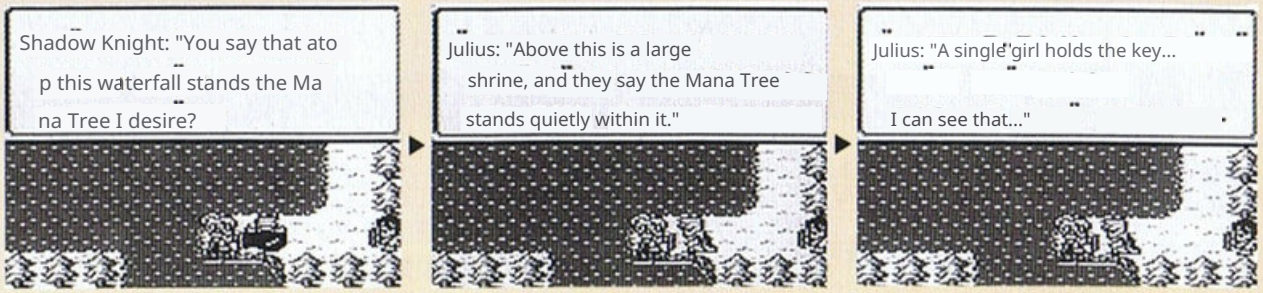


Story development

Story 1 Conversation between Julius and the Shadow Knight

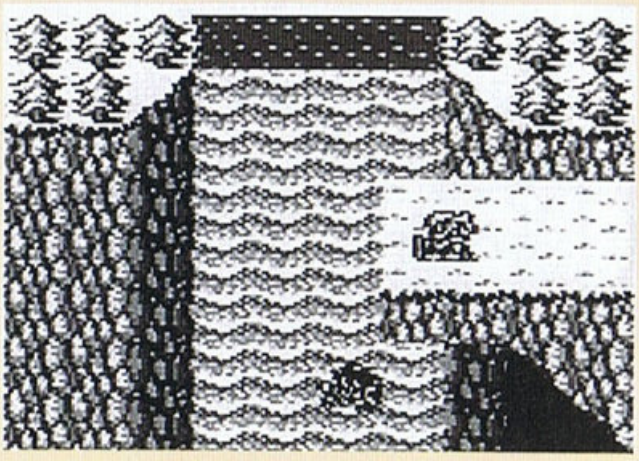
When you go to the waterfall pool, there you find the Shadow Knight and his subordinate Julius. From what you hear, it seems the Shadow Knight is plotting to obtain the power of the Mana Tree. They say a single girl holds the key to that power, but her whereabouts remain unknown.




Shadow Knight: "You say that atop this waterfall stands the Mana Tree I desire?
Julius: "Above this is a large shrine, and they say the Mana Tree stands quietly within it."
Julius: "A single girl holds the key...
I can see that..."

Story 2 Be found by the Shadow Knight

The protagonist, who had been listening to the two people, was discovered by the Shadow Knight! He desperately tried to escape, but was finally driven to the edge of a cliff and pushed off by the Shadow Knight, who said, "I cannot let anyone who knows the secret of the Mana Tree live..."



Field

[Village of Topple]

Field 1 — The First Step into an Unknown World

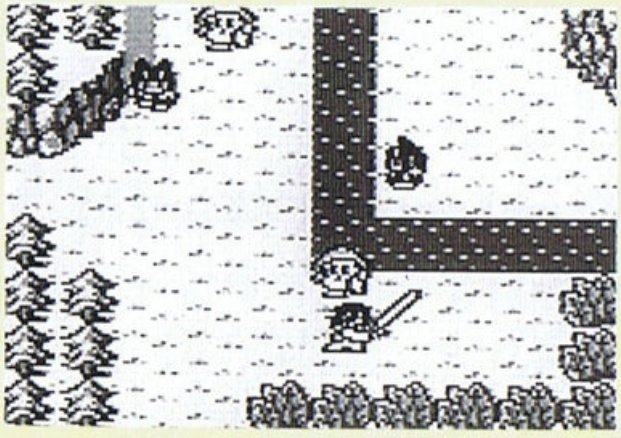
When he came to his senses, he was in a forest near a riverbank. From here begins the adventure in a vast world. First, head east toward the Village of Topple. Along the way, weak monsters swarm about. If you swing your sword without hesitation , you will gain money and experience points.

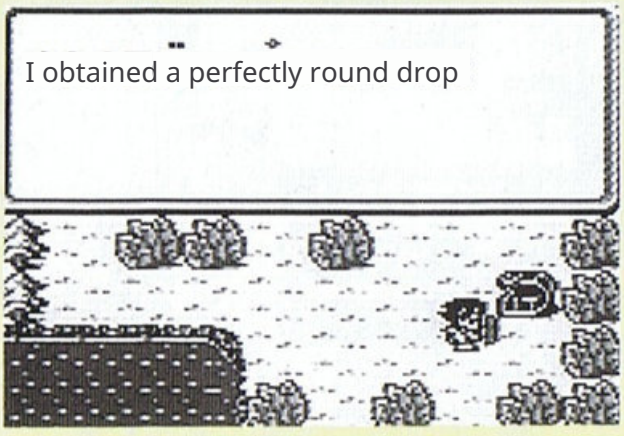
Monsters Appearing	Goblins, Myconids

★Monsters and Treasure Chests

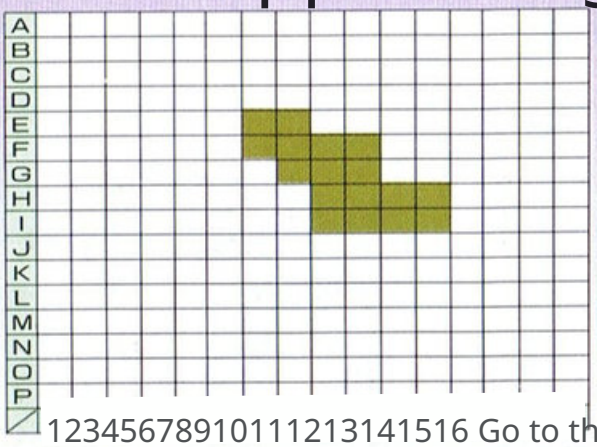
This game conducts battles through action
Action Role-Playing Game Seisoku
An ARPG. If you attack the common monste rs living in the field with your weapon, you c an defeat them. Of course, if your HP is low and you can't fight, you can avoid monsters and proceed without fighting. When you def eat monsters you obtain money (Ruk), exper ience points, and items inside treasure chest s.

To obtain items, you only need to ram the tr easure chest. Then you will receive a messa ge such as "You obtained a perfect-round dr op," and you will get the item inside the che st, so use them as needed. However, if your inventory is full you cannot obtain items. Th e uses of items are all listed on the back of t he full map at the end of the book.





Topple Village - East Cave



Objective	Rescue the girl and meet Bogard

If you go northeast from Topple Village,
a girl is being attacked by monsters,
so help her.
That girl is your heroine.
Once the girl joins your party
Go to the waterfall hut and listen to Bogard's story.

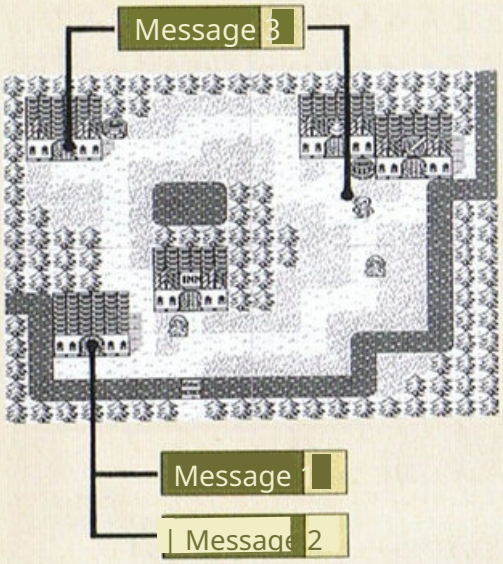
Shortcut Route	H9▸I9▸I10▸I11▸I12▸H12▸H11▸H10▸G10▸G9▸G8▸F8▸E8▸F8▸ F7▸E7▸F7▸F8▸E8▸F8▸F9▸F10

Items & Magic obtainable along the route	Iron Helmet, Mattock

ENTRANCE A small village blessed by Mana

[H9]

Topple Village



■ | Shop Guide

Inn	1 building	10R

Weapon & Armor Shop		Item Shop	
Broadsword	60	Potion	40
Iron Helm	140	Antidote	30
		Eye Drops	60
		Key	15
		※ Matok	60

※ Matok can be purchased after speaking to Bogard

A quiet village standing along the river

The protagonist arrived at the foot of Mount Illusia

at the foot

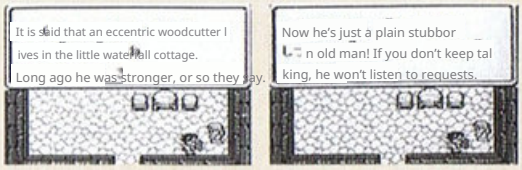
A small village standing at the base of the ridge. Here, the protagonist overhears a conversation between Glance and a girl...

Message Analysis

Message 1

The woman speaking about the waterfall hut

The cottage by the waterfall is said to b
e home to an eccentric woodcutter who li
ves there. He's so stubborn that he won't
do favors unless you persistently keep tal
king to him. Message 2: Children's gossip


It is said that an eccentric woodcutter l
ives in the little waterfall cottage.
Long ago he was stronger, or so they say.
Now he's just a plain stubbor
n old man! If you don't keep tal
king, he won't listen to requests.

It seems the Shadow Knight of Grance Castle is sear
ching for a girl. It might be related to the secret of Ma
na... which means we need to find the girl quickly.

Message 3: Elder of Topple, and the man's story

The people around here receive the blessing of Mana
reikokumu hi
They lived. However, the merciless Shadow
Hell
The Knight's power had spread this far, turning it into hell.

The Mana Tree holds mysteriou
s power and always protects the worl
d from above the clouds.
Feudal lord What kind of hell is a
country ruled by a young Shadow Knight?

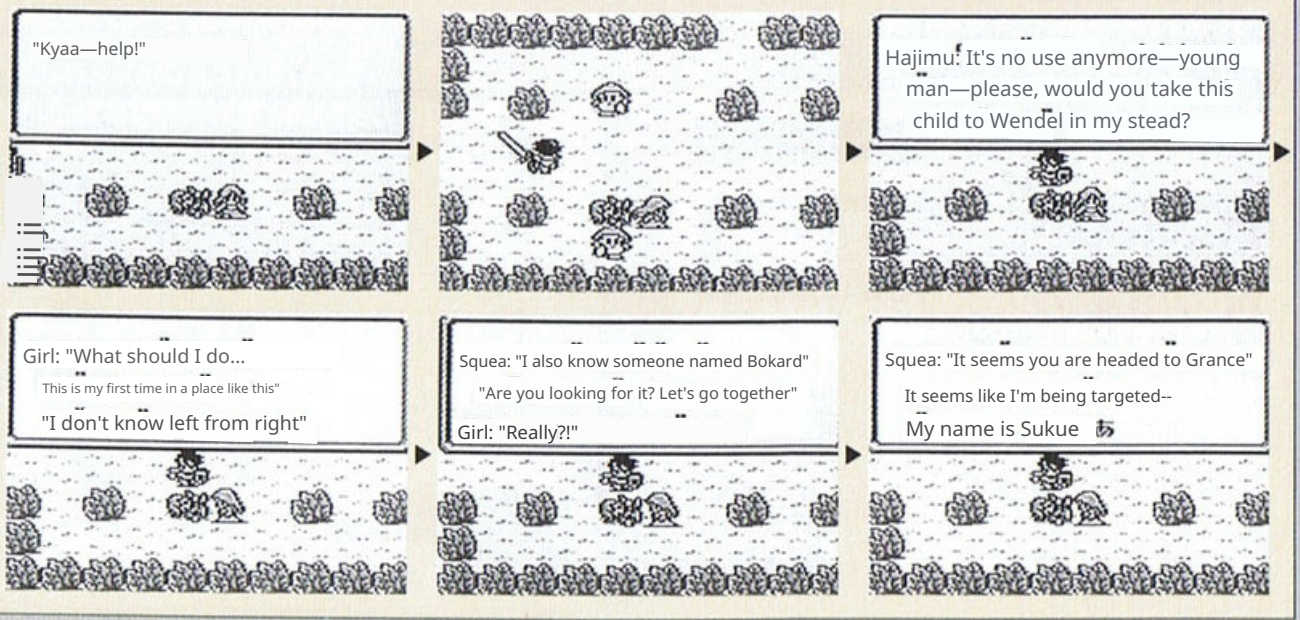
Field

[Topple Village - Waterfall Hut]

Field 1 Rescue the girl

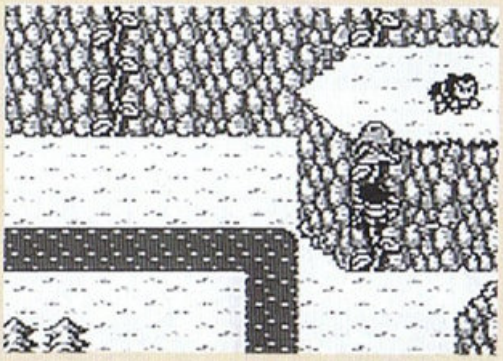
Leave the village and proceed southeast, where there are mon
oso
en being attacked by monsters. Aiko

After defeating Nido and speaking with the man, the girl w
ho had been nearby turned out to be the key-bearing girl!!


"Kyaa—help!"
Hajimu: It's no use anymore—young
man—please, would you take this
child to Wendel in my stead?
Girl: "What should I do...
This is my first time in a place like this"
"I don't know left from right"
Squea: "I also know someone named Bokard"
"Are you looking for it? Let's go together"
Girl: "Really?!"
Squea: "It seems you are headed to Grance"
It seems like I'm being targeted--
My name is Sukue

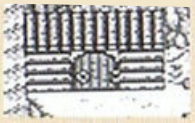
[Field 2] Go north of Topple and climb the vines on the cliff

If you go north of Topple along the river, th ere is a place where the cliff looks like it is bloc king the path. Actually, here you can use the vi nes growing on the cliff to climb up and down. By the way, when vines are lined up horizonta lly you can also move left and right. This is an i mportant route in the game, so remember it.



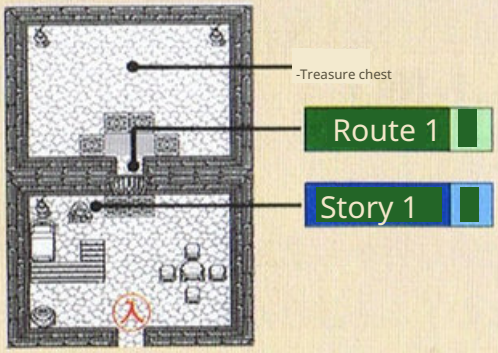
Monsters Appearing	Goblins, Myconids, Little Devils, Rabbis

ENTRANCE Bogard's Residence



[E7]

Waterfall Hut



■Shop Guide

Inn	0 shops	0 R

The Hut of the Former Hero Bogard

When the two entered the waterfall hut, there was an old man. That old man, Bogard, quietly told them about Jema's knights and the power of Mana.

Route Development

Route 1

Waterfall Hut's

Enter the adjoining room

Even if you enter the hut and try to go into the room at the end, for some reason the door won't open. For now, listen to Bogard's story.

★Girl Consultation Command

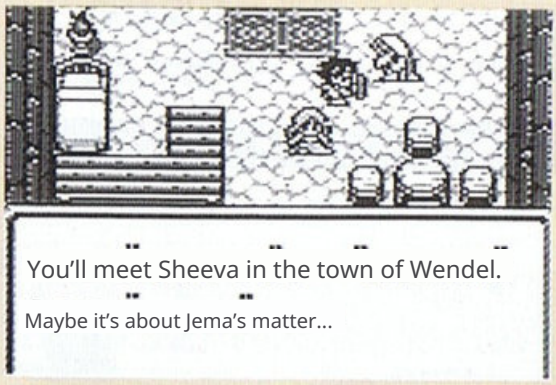
When you form a party with a girl and select the Consultation command, she will restore the protagonist's HP. The amount increases little by little.

It increases, but as the protagonist's level rises, the amounts that increase also become larger.

Story development

Story 1 Talk to Bogard

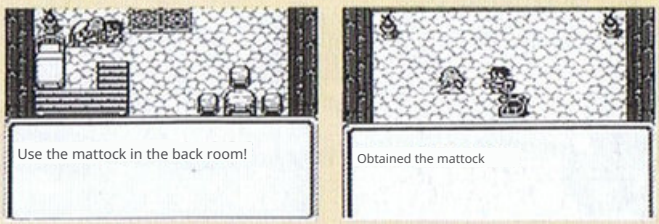
If you talk to the old man in the h ut several times, he suddenly notice s the glowing pendant on the girl's c hest and begins to speak. Mana, Ban dor, Jema... and then tells you to m eet Sheeva.



Square: "I'm looking for that person cal led Bolard... Old man: " There's nothing to talk about!
Old man: "I won't tell you anything!
Bogard: "Bandor, who once obtain ed the power of Mana, betrayed us...
We fought Bandor to restore peace and tranquility.
The pendant was shining o n the brave woman's forehea d who led the way...
It seems that the Mana Tree's power t his time is tied to that girl's pendant.

Story 2 Obtain the mattock

According to Bogard, there seems t o be a boulder blocking the way in th e eastern cave. The protagonist imme diately took the mattock from the adj acent room and headed for the cave.

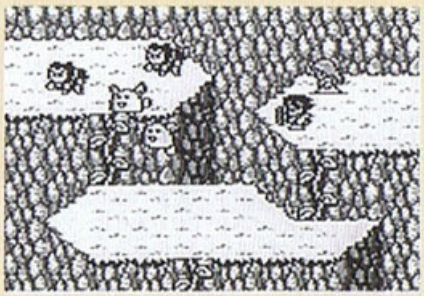


Field

[Waterfall Hut — Eastern Cave]

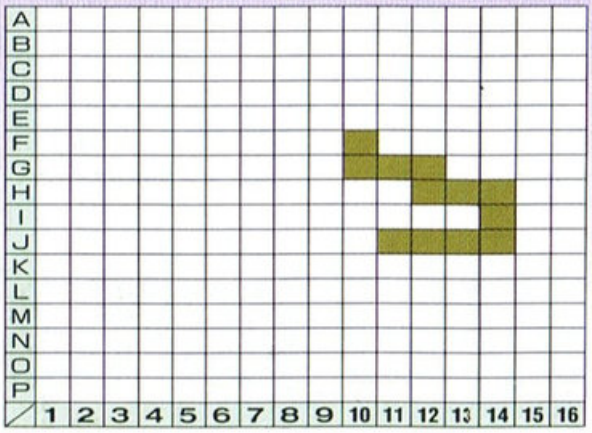
Field 1: Avoid the floating enemies and head toward the cave

On the way from the Waterfall Hut to the easter n cave, Chibi Devils and Rabbis appear, floating an d attacking. Even if they seem to disappear above the screen at first, they soon descend, so either de feat them all or skillfully dodge them as you proce ed.



Monsters Appearing	Small Devil, Lavi

East Cave — Binkett Manor



Objective: Pass through the East Cave and travel across the swamp

After exiting the East Cave, first,
stop by the item shop located east of the cav
e. There, buy the Battle Axe, said to be the only
one of its kind in the world,
then proceed to the next field, the swamp.

If you go northwest, you will find Binkett Manor.

Shortcut Route	F10▶G10 G11 G12 H12 H13 ▶ H14 I14 J14 J13 J12 J11 ▶

Items & magic obtainable along the route
Battle Axe

ENTRANCE: Rocks block the way forward

[F10]

East Cave

BOSS
None

Best equipment	
Weapons	Broadsword
Helmet	Iron Helmet
Armor	Bronze Armor
Shield	Bronze Shield

No healing source	
Minimum required passage items	
Mattock	Key
to	20

Items and magic obtainable
None

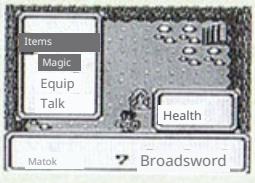
A large boulder blocking the passage

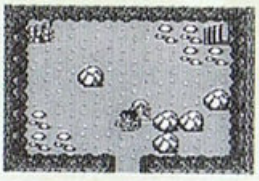
Having dodged monsters and reached the cave, the two found a large rock blocking their way

The two found a large rock that prevented them fr
om going any further... However, remembering B
ogard's words, the protagonist...

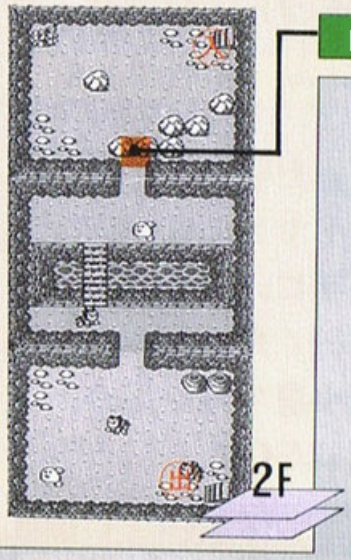
★How to use the mattock

When using the mattock, first equip it from the item menu, then stand in front of the object you want to break (such as a ro
ck). If you use it from the front, you can break it properly.





Dungeon MAP

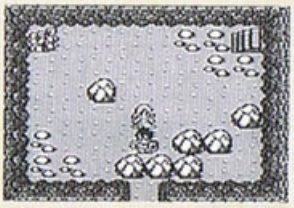


Route 1 ● Appearing monsters: Chibi Devil,' Laby

Route Development

Route 1 Break the rock

If there is an obstructing rock, you can easily break it using the mattock. If you find rocks in your path, keep breaking them to open the way.

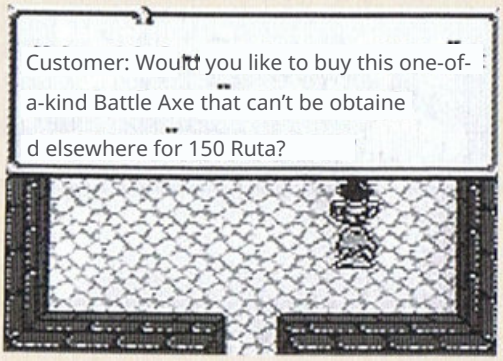


Field

[East Cave: Binkett's Manor]

Field 1: Buy a Battle Axe at the tool shop

Pass through the East Cave, and if you continue east you will find a tool shop. Be sure to buy the Battle Axe that the shopkeeper recommends here!!

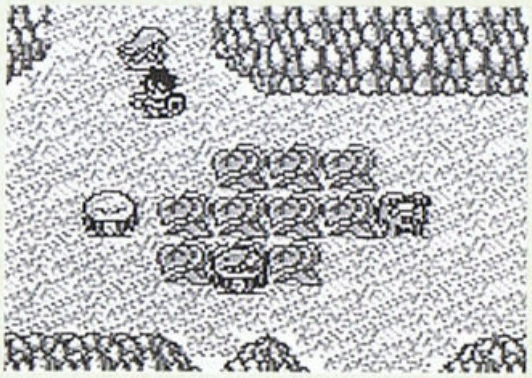


Item Shop	
Goods	Price (R)
Potion	40
Dokukeshi	30
eye drops	60
key	15
Matok	60

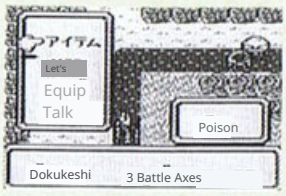
Monsters Appearing: Chibi Devil, Rabi Goblin, Myconid Madman, Death Flower, Grel

★Monsters of the swamp with special properties

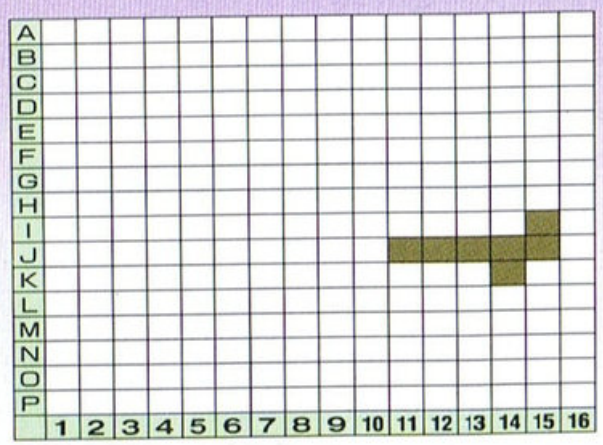
The field beyond the item shop is mud with sparse grass A swamp where nothing grows but moss. The monsters living here have a special nature: they hide underground and suddenly appear. Once they hide, it is unpredictable where they will emerge next.



It depends on the monster. Moreover, since it is poisonous, proceed with great caution.



Vinket Manor / Swamp Cave



Objective: Obtain the key to rescue the girl

After leaving Vinket Manor,

head to the Lizardmen's Nest to the southeast.

If you obtain the silver key here,

then all that remains is to go to the Swamp Cave.

Buy up any necessary items at the hut,

prepare yourself, and go to the cave!

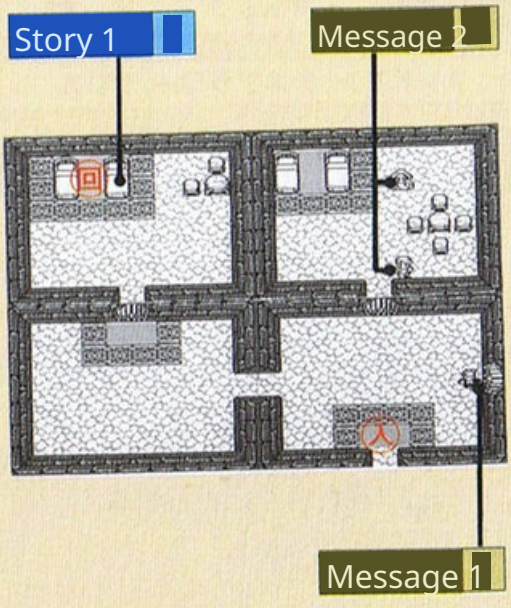
Shortcut Route: J11▸J12▸J13▸J14▸K14▸J14▸J15▸I15

Items & magic obtainable along the route: Cure, Silver Key

ENTRANCE: The marsh mansion where the mysterious Count Rii lives

[J11]

Vinket Manor



■Shop Guide

Inn: 1 house OR

A swamp mansion with a spooky atmosphere

If you go a little west through the swamp, there is a large

Mansion

A mansion stood there. I cautiously opened the door.

The two were thinking about the eerie air flowing out from there.

Se Suji

A chill ran down my spine. I'll go inside for now, and a

Looking around, in front of the door leading to the room on the right

Butler

One butler. When I listened to the story, This is Binkett.

It seems to be called "To no Yakata." Stay there for one night.

became, entered the bedroom in the left room, and slept until

It was good, but...

Message Analysis

Message 1 Butler's Story

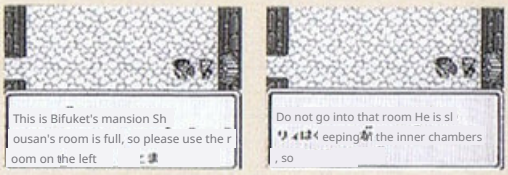
Butler

The butler says it's not the room in front, but the room on the left

They want me to stay overnight. Even so, Oku

hakushaku

I wonder what kind of person Count Li, who is in the room, is.


This is Bifuket's mansion Sh
ousan's room is full, so please use the r
oom on the left
Do not go into that room He is sl
eeping in the inner chambers
, so

Message 2 Information from two travelers resting at the inn

In the front room there is a man who is said to be searching for the Moon Mirror that is supposedly in the Swamp Cave,

and he holds the key to that cave

There is a woman who talks about the lizardmen that live there.

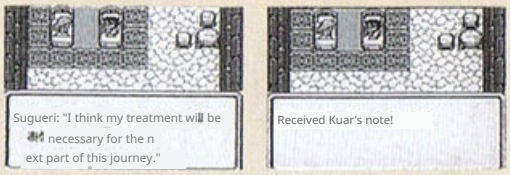
There are rumors that the owner her
e threw it away in the Swamp Cave,
would he really do such a thing?
They say Reward Man has the key to the Swamp Paribon
Cave

Story development

Story 1 Receive the Cure spellbook from the girl

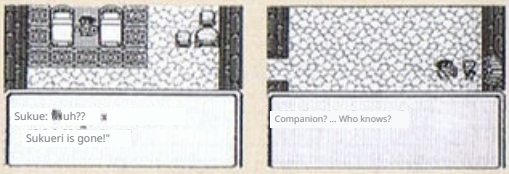
The protagonist, who had gone to bed, was awaken ed by the girl's call. Then he received from the girl a Cu re spellbook that explains how to use healing magic.

Treatment



Story 2 The girl is kidnapped

The two fell asleep again. However, a creepy voice w as heard there. In the morning, when the protagonist woke up, amazingly the girl was gone. This is serious.

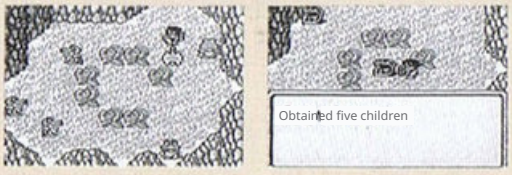


Field

[Vinkett Manor Swamp Cave]

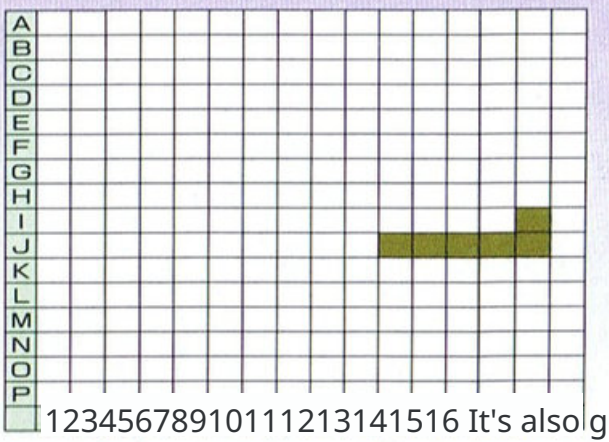
Field 1: Obtain the Silver Key in the Lizardmen's Nest

The Lizardmen's Nest is located southeast of the ma nor. First stop here and defeat all the Lizardmen. The k ey is in the treasure chest that appears in the center.



Monsters Appearing	Madman, Death Flower, Grel, Lizardman

Swamp Cave - Binket Manor



Objective: Defeat the Hydra and obtain the Moon Mirror

Defeat the Hydra in the Swamp Cave,
and after obtaining the Fire knowledge and the Moon Mirror
return to Binket Manor.
The Madman on the field
can be defeated with Fire magic.
It's also good practice to work on how to use it.

Shortcut Route: I15▸J15▸J14▸J13▸J12▸J11

Items and magic obtainable along the route: Kusarigan、Iron shield Fire, Moon Mirror

ENTRANCE The Moon Mirror is hidden

【I15】

Swamp Cave

BOSS: Hydra

Best equipment

Weapons	Battle Axe
Helmet, Armor, Shield	Iron Helmet
	Bronze Armor
	Bronze Shield

Recovery Source = Recovery Spring ×

Minimum required pass items

Mattock	Key
5	3

Items and magic obtainable: Chain Scythe, Iron Shield, Fire, Moon Mirror

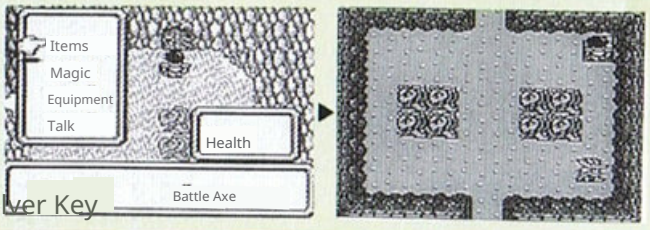
Dark, damp swamp cave

When the protagonist uses the key to enter the cave,
there is a traveling man. After explaining the situation, he says he will help.

Gaining a reassuring partner, the protagonist began to explore deeper and deeper into the cave.

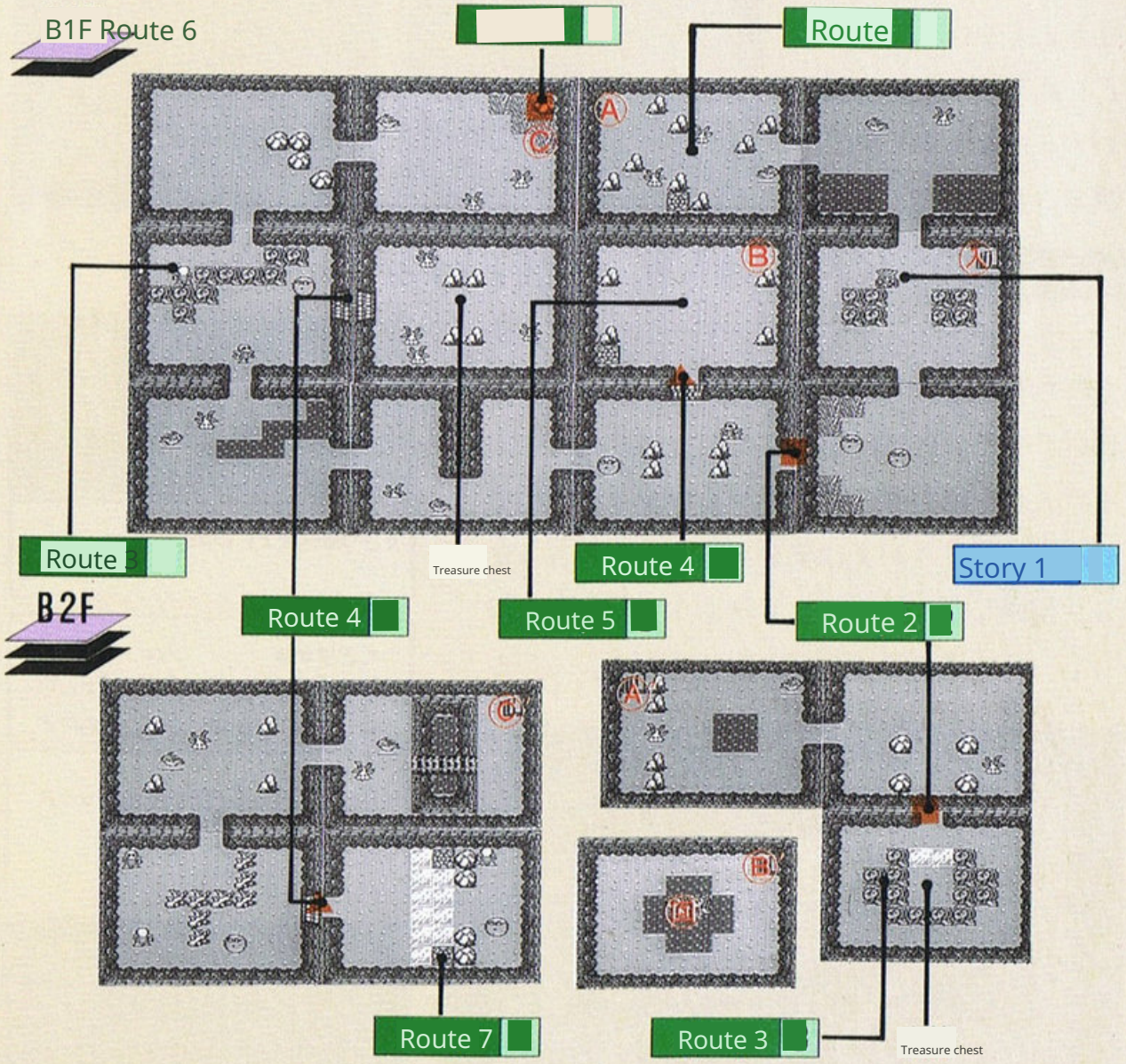
★ How to enter the Swamp Cave

Equip the Silver Key obtained from the Lizard men's nest. Then ram the door to enter the cave.
If you do so, you can enter the cave with the Silver Key



Dungeon MAP

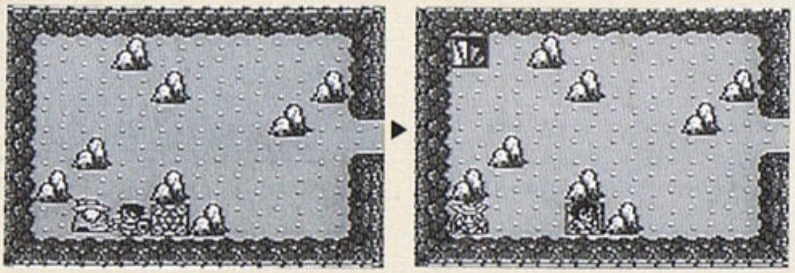
● Monsters appearing: Green Slime, Skeleton, Roper, Landriich



Route Development

Route 1 Stand on the switch floor to reveal the hidden staircase

When you enter the room at t he upper-left of the entrance, th ere is a square switch floor at the lower center. If you step on it, a hidden staircase will appear.

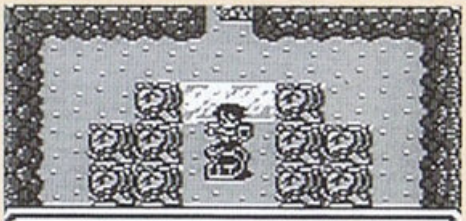


Route 2 Break walls with the mattock to open the way

The room below the entr ance may look like a dead e nd at first, but walls that m ake a hollow sound when s truck with a weapon can be broken with the mattock.

Route 3 Escape using the flail sickle

Once you obtain the flail sickle, you'll find yo urself trapped on slippery floors surrounded b y grass, unable to get out no matter how much you move. In fact, you escape this place by usi ng the flail sickle you just acquired. Since the fl ail sickle can cut grass, equip it and swing it ar ound. The grass will disappear, and you shoul d be able to pass through easily.

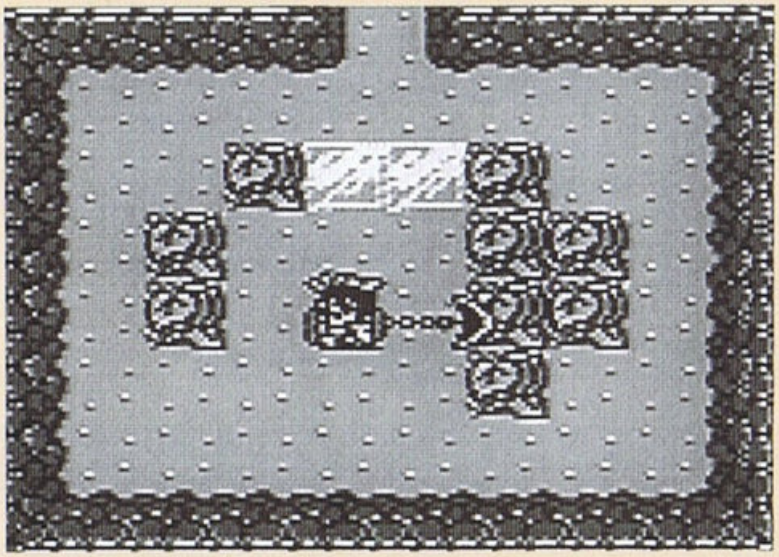


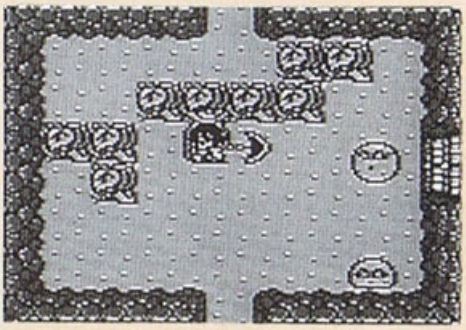
Obtained the flail sickle

Flail sickle
Attack
Defense

Bronze Helmet
16 Bronze Armor
16 Bronze Shield

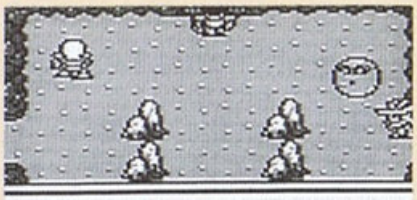
Broadsword & Battle Axe





Route 4 Open a Locked Door

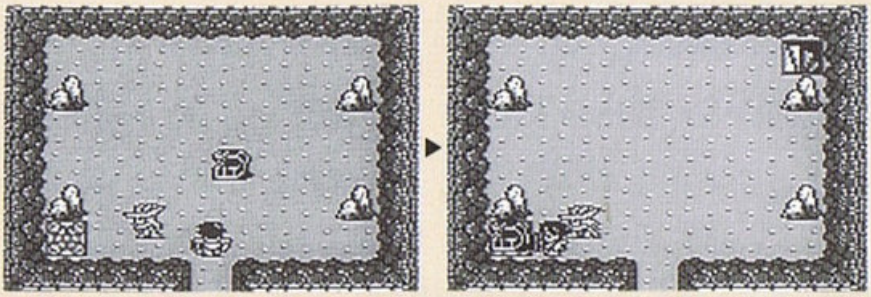
In dungeons and th e like, when there is a locked room, use a K ey item to open it. Eq uip it and bump into t he door to open it.



Covered by an Umbrella

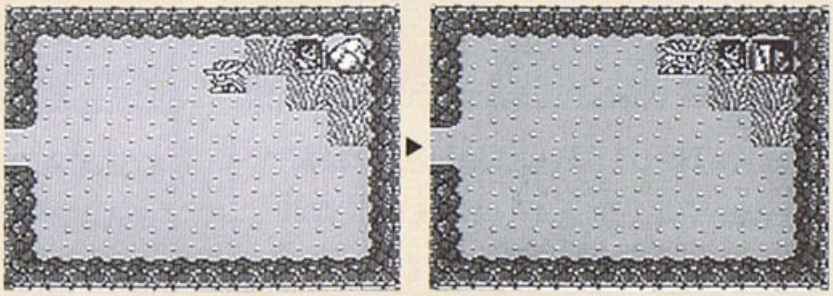
Route 5 Place a Chest on the Switch Tile to Reveal a Hidden Staircase

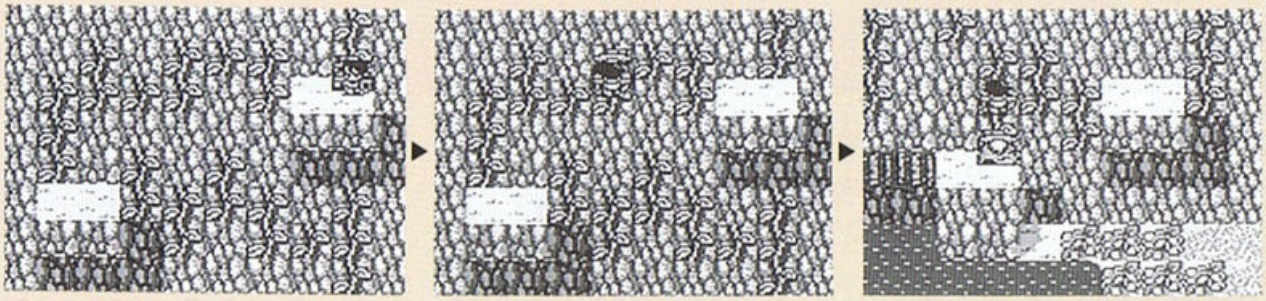
Push the chest in the room to the switch tile. When you place it on the tile, a hidden staircase will appear. Beyond it is a healing spring.



Route 6 Break the rock with a mattock to reveal the hidden staircase

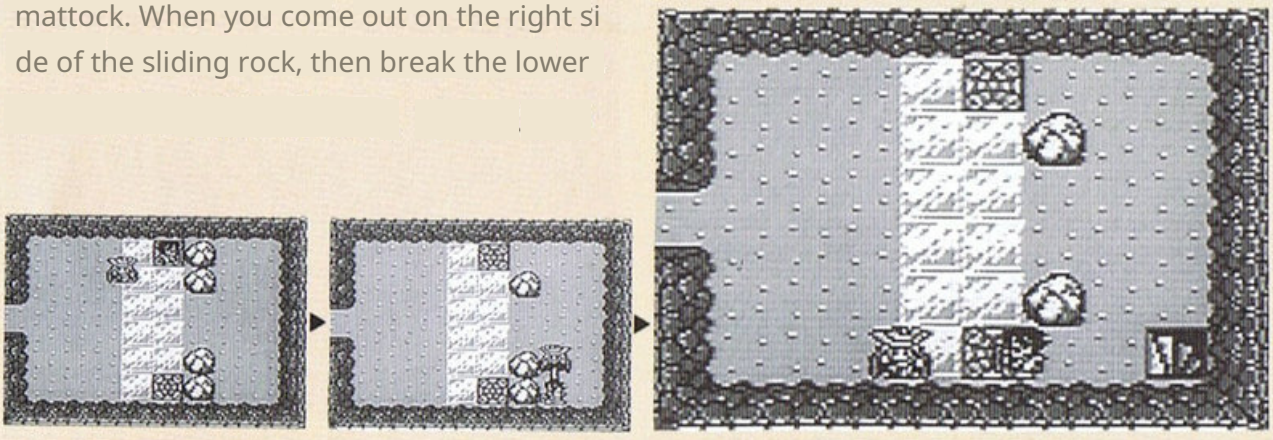
Break the rock with a mattock to reveal the stairs. Beyond that is a field where you can move using vines. Enter the cave again and you'll be almost there.





Route 77 Clear the slippery floors and proceed further underground

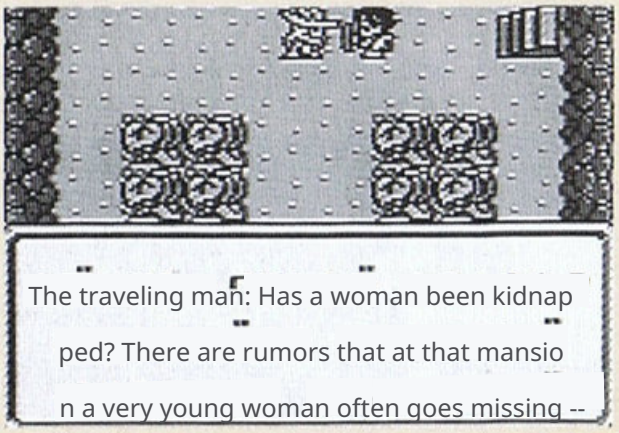
The final room is a puzzle room combining slippery floors, switch floors, and rocks. The slippery floors seem to bounce you back everywhere, but in fact only the uppermost floor lets you advance. Once you stand on the switch floor, next break the rock with the mattock. When you come out on the right side of the sliding rock, then break the lower rock; if you stand on the second switch floor, a hidden staircase will appear at the lower right. Descend this staircase and you'll emerge into the field, so go further to the right. And then, the battle begins!!

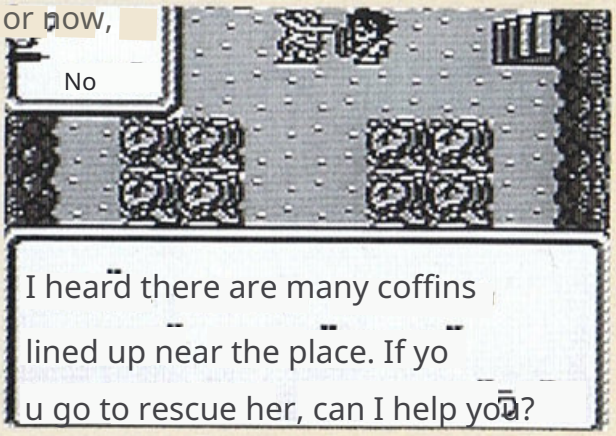


Story development

Story 1 Recruit the traveling man

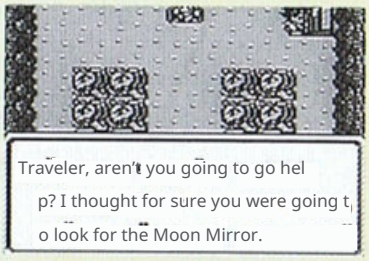
When you talk to the man you met at the cav e entrance, he tells you rumors about the Bink ett mansion. According to him, at the mansion many young girls have already gone m issing. Fortunately, the traveling man s, ays he will help too. We must hurry. F or now,





★ If you try to leave the dungeon midway...

When you have the traveling man as a companion and tr y to leave the cave, he will call out, “What’s the matter, aren ’t you going to go help?...” If you re-enter the cave, he won’t join you again unless you speak to him once more, so don’ t just pass by.



★ Traveling man's Consultation Command

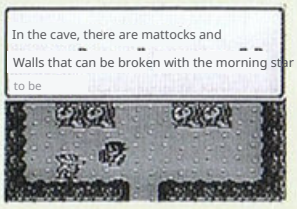
If you select the traveling man’s consultatio n command, he will tell you very useful inform ation. First, there are walls in the cave that can be broken with the pickaxe item or the Morni ng Star weapon. Another thing is that the bre akable walls can be broken with weapons

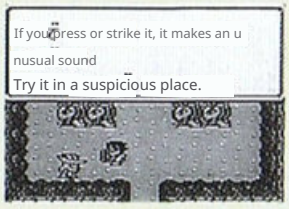
tata

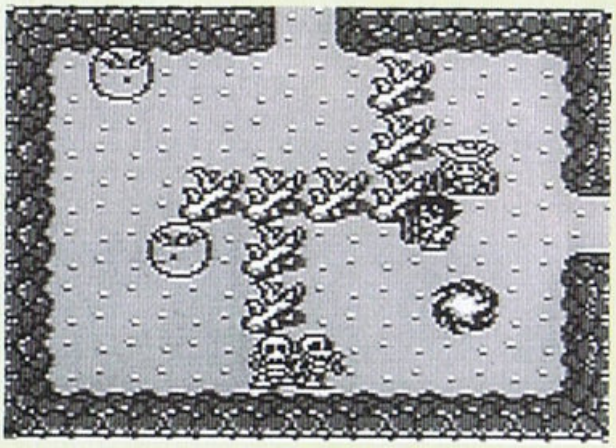
It means that if you strike it with (any of them), it makes a sound different from usual.

If there's a suspicious spot, keep on

Let's investigate. By the way, the traveling man will use the Fire magic to attack enemies for you.

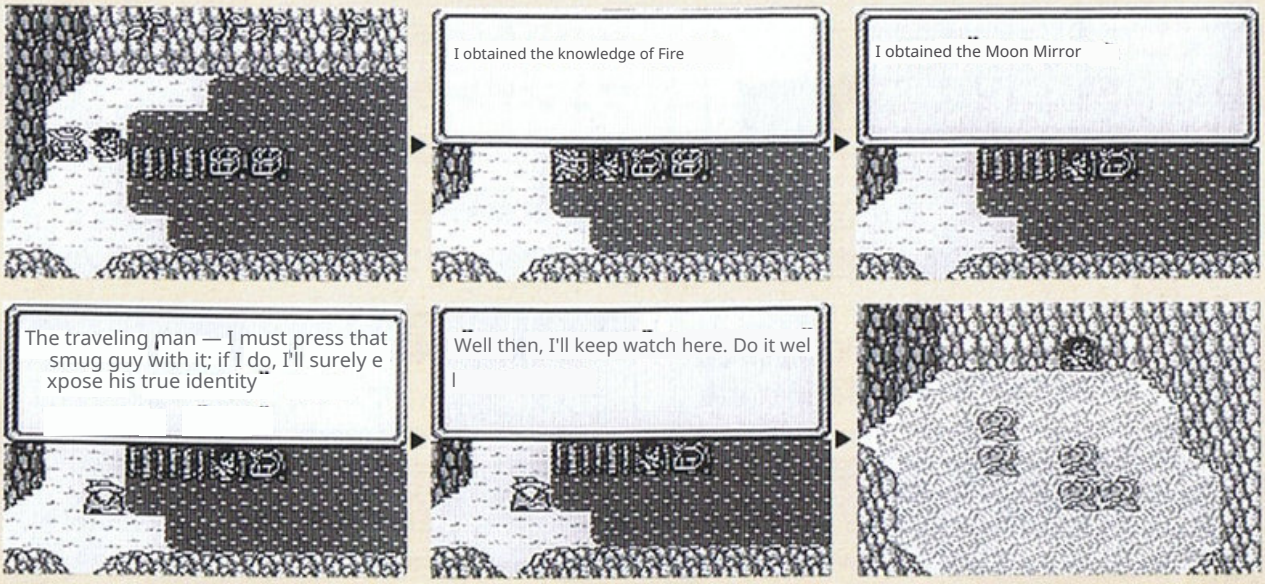






Story 2 Obtain the item and part ways with the traveling man

The protagonist defeated the Hydra and obtained the kno wledge of Fire and the Moon Mirror. There is no more use for him here. The traveling man said, "The Moon Mirror to that "If you confront that smug bastard, he'll surely reveal hi s true identity..." he said, leaving behind those words as he departed. I must return to the mansion quickly!

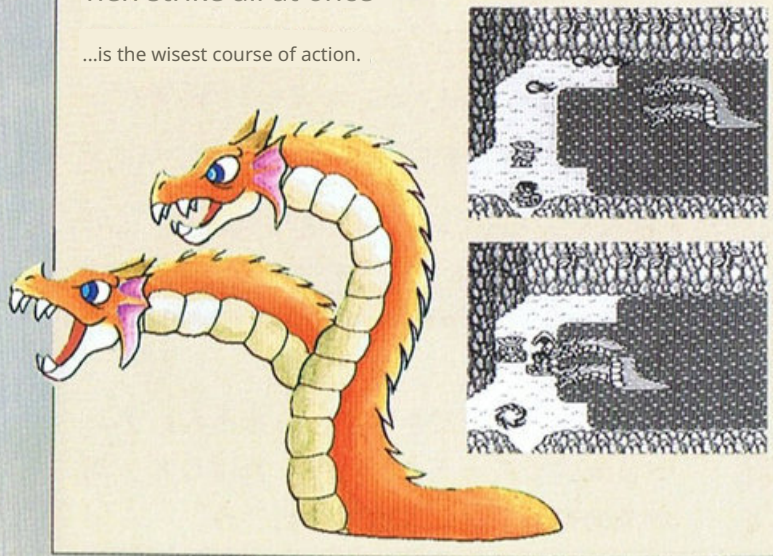

I obtained the knowledge of Fire
I obtained the Moon Mirror
The traveling man — I must press that smug guy with it; if I do, I'll surely e xpose his true identity
Well then, I'll keep watch here. Do it wel l

Combat & Strategy

Battle 1. Battle with the Hydra

The Hydra approaches the shore, moving its lon g necks up and down. It even breathes flames, so it's hard to attack. Gather your strength below, t hen strike all at once

...is the wisest course of action.



Technical Data

- Max HP/320
- Attack 22
- Defense 25-1
- Ruk/90
- EXP 10
- Items/Fire, Moon Mirror

Best Weapon: Kusarigama

Best Magic —

Special 蛇

Long ago, it is said that many heads were slain by Hercules

shakunetsu

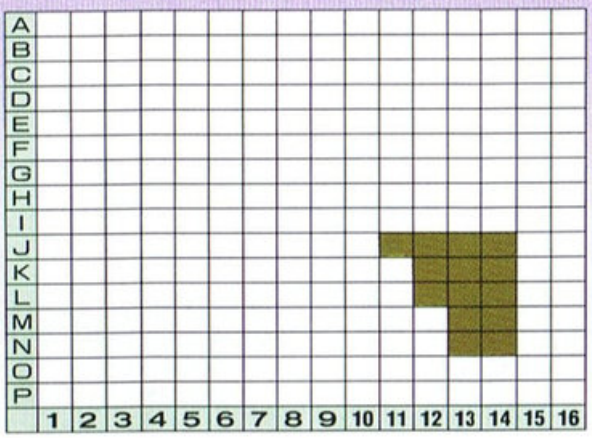
A large serpent with ... It breathes scorch ing flames from each of its mouths, all It is also said to burn everything to ashes

It is said. In particular, they favor and inhabit watersides.

Seisoku

They prefer and inhabit waterside areas.

Vincquet Manor — Wendel Town



Objective: Open the path with the Moon Mirror and rescue the girl

Once you have reached Vincquet Manor
Rescue the girl,
Head to the town of Wendell.
Wendell is to the south.

The terrain also changes from marsh to forest,
and even stronger monsters should appear.

Shortcut Route: J11▸J12▸J13▸J14▸K14▸K13▸L13▸L12▸K12▸L12▸L13▸M13▸N13▸N14▸M14

Items & magic obtainable along the route

Chain Flail, Sleep

ENTRANCE Visit for the second time

[J11]

Vinket Manbri

BOSS
Vampire

Best equipment

Weapons	Kusarigama (chain sickle)
Helmet and Armor Shield	Iron Helmet
	Bronze Armor
	Iron Shield

Recovery source Recovery Bed ×1

Minimum required pass items

Mattock

	Key
5	2

Items and magic obtainable

Chain Flail
Slip (Sleep)

Rescue the girl from the mansion

The protagonist returned to the mansion carrying the Moon Mirror. Immediately, he held the Moon Mirror up to the butler

Butler

...and he transformed into a monster!!

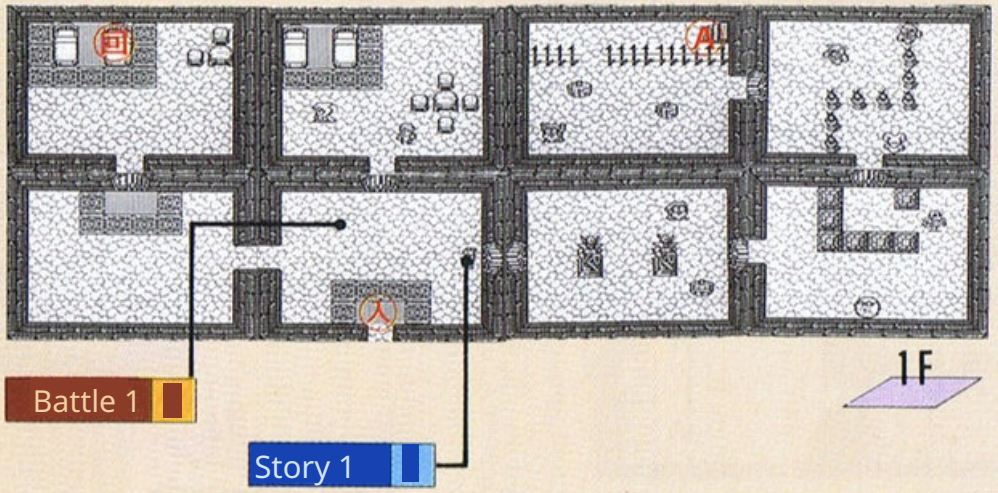
However, unless the protagonist defeats him, he cannot proceed further.

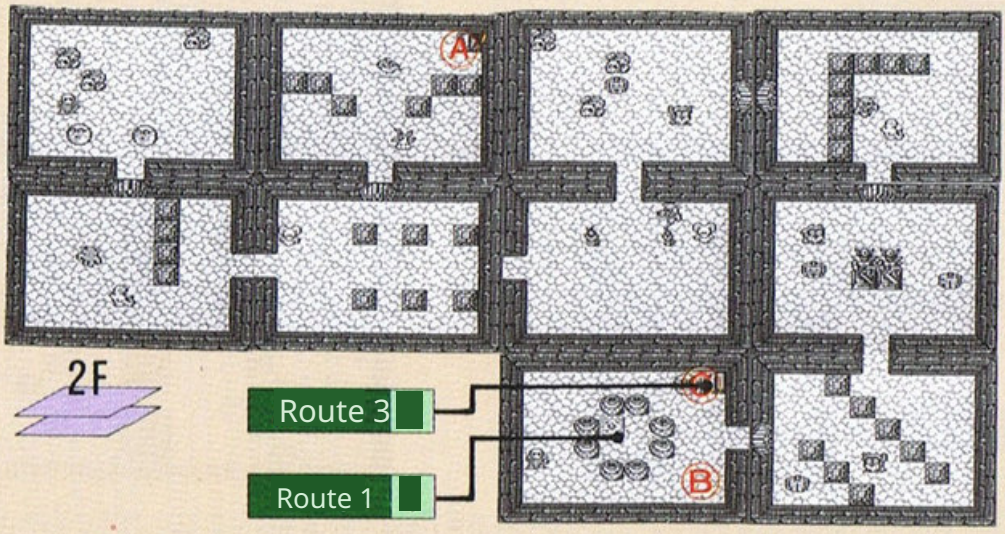
The protagonist quietly drew his sword...

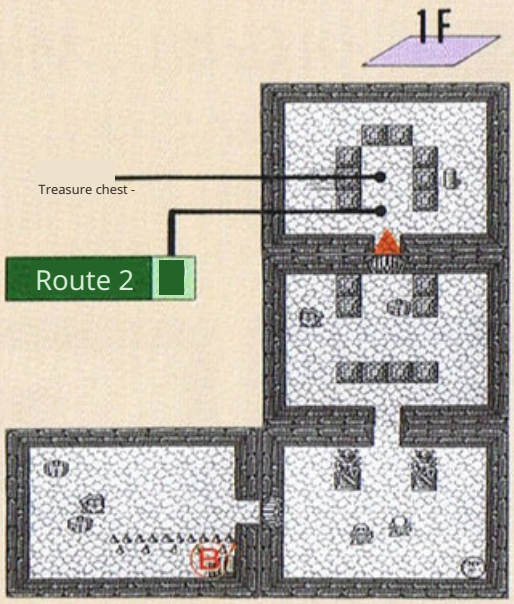
★Use the recovery bed in Binkett's Manor When you reach Binkett's Manor, first use the recovery bed in the upper-left room where the girl was taken. You can use it as many times as you like, for free.

You can use it. Of course, it's fine to enter the dungeon and come back. Be sure to stop by once before the boss as well.

Dungeon MAP

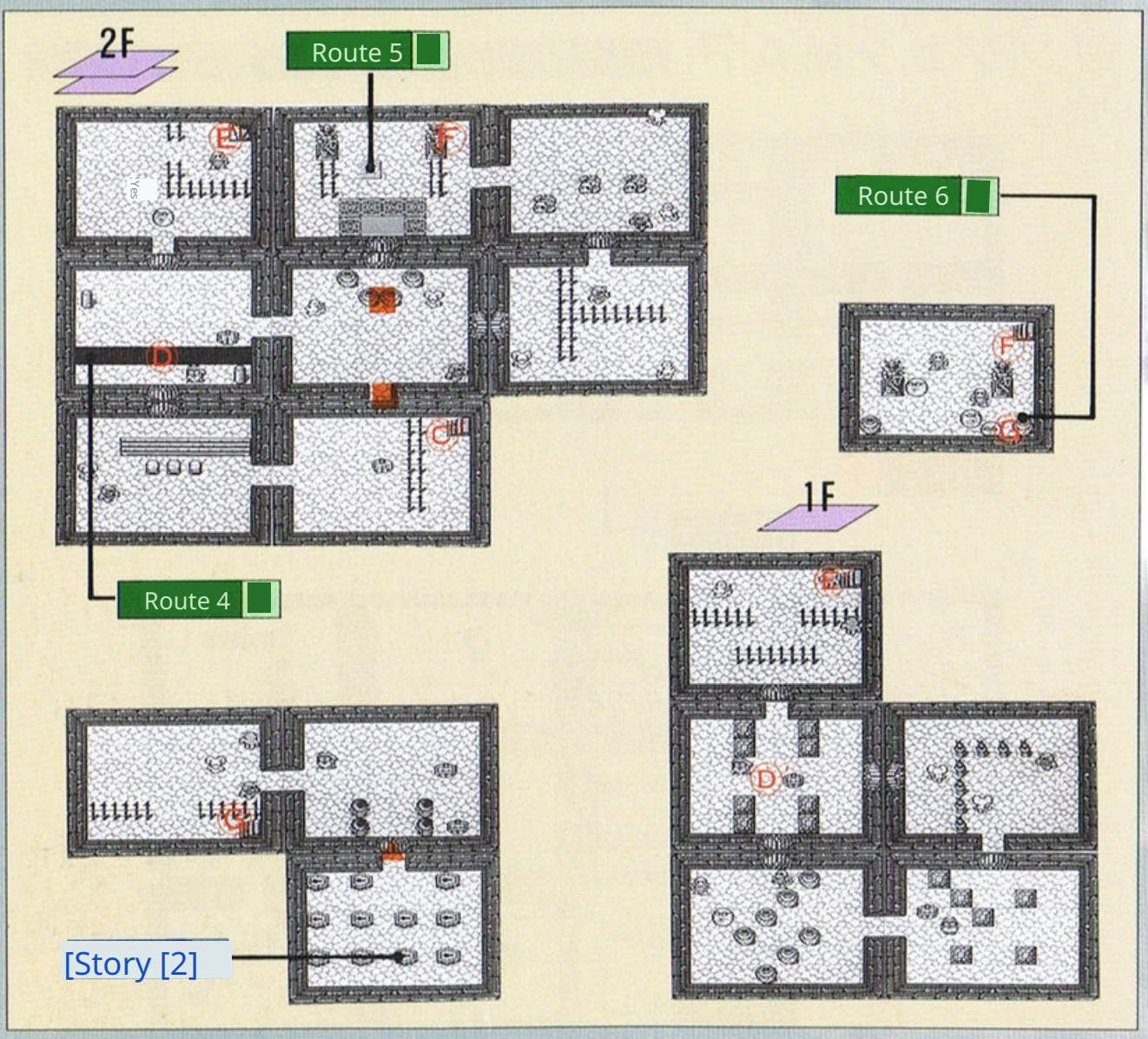






● Appearing monsters

Roper
Landreech
Green Slime
Skeleton
Zombie
Wererat
Pumpkin Bomb
Blood Owl



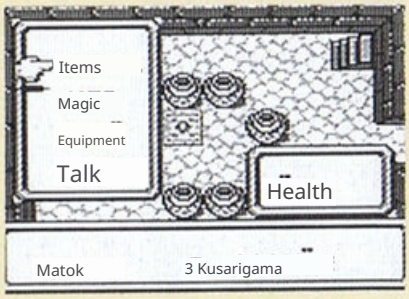
Route Development

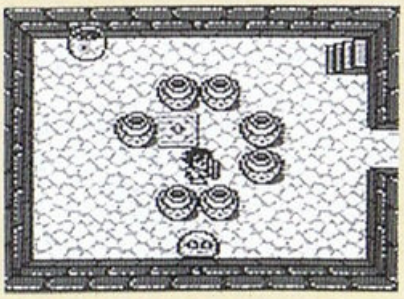
Route 1 Break the pots and stand on the switch floor

In the back room on the second floor, there is a room with a switch floor among the lined-up pots.

Here, first, break the obstructing pots with the mattock

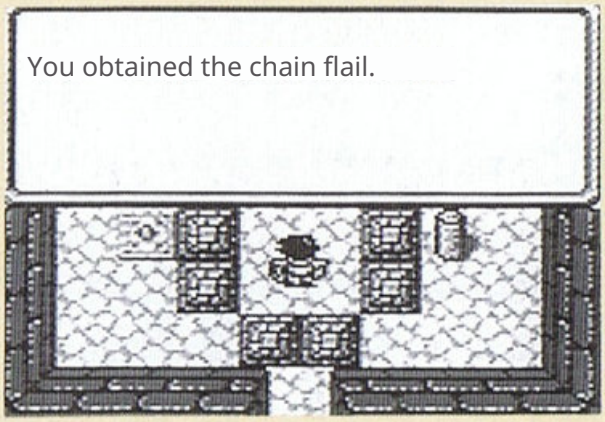
Then just stand on the switch floor and a hidden staircase will appear. The item beyond this staircase is an important item.





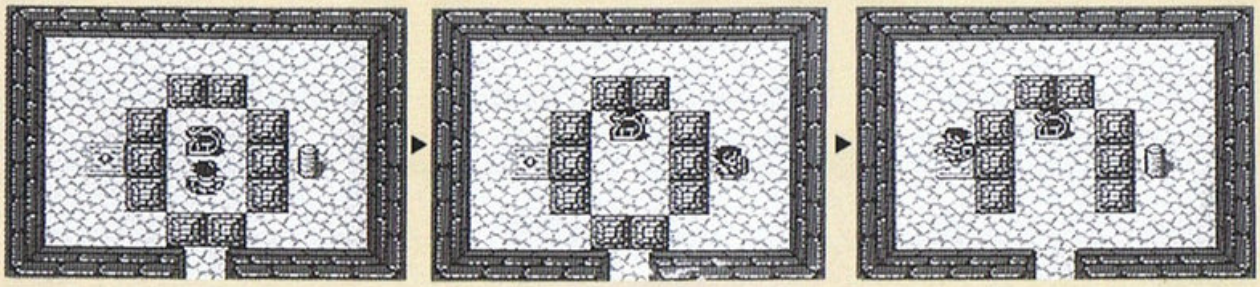
Route 2 Obtain and Use the Chain Flail

In the room beyond the hidden staircase mentioned above, there is a treasure chest. Its contents are a chain flail, but when you go to take it, you'll find yourself surrounded by walls on all sides. To clear this area, use the chain flail you just obtained.



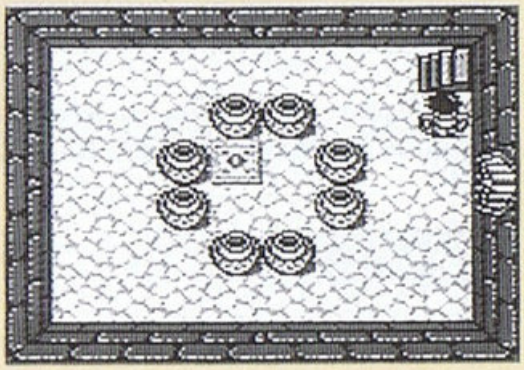
stake

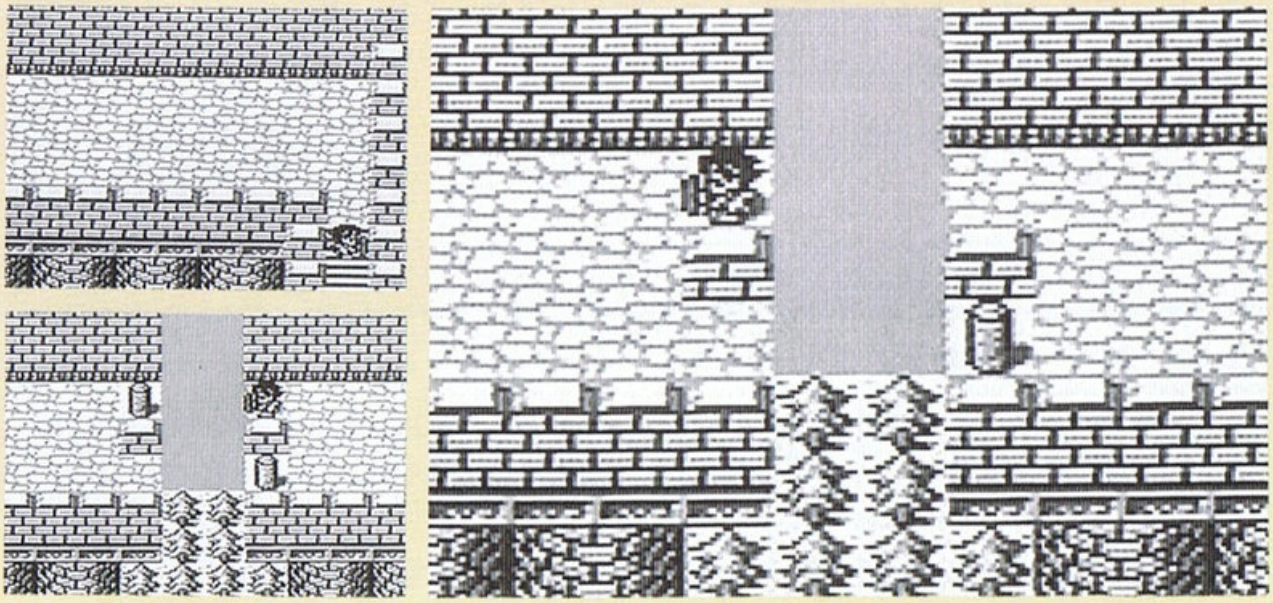
Equip it, hook it around the stake on the right and escape, then stand on the switch tile.



Route 3 Use the Chain Flail to Swing Across

After obtaining the chain flail, head straight to the rooftop. At the rooftop, go left and you'll find a gap in the path. If you look ahead you'll see a stake standing there, so use the chain flail here as well. When you come back, you can hook it from the opposite side to cross.





Route 4 Jump over the pitfall

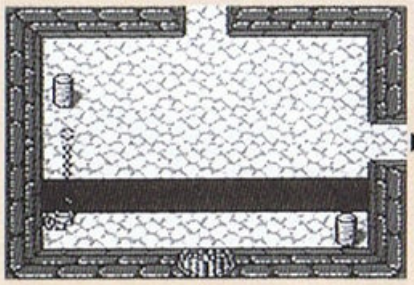
When you enter the room in the upper left of the second floor, there is a pitfall.

Be careful, because if you fall from here you'll end up in a room one floor below.

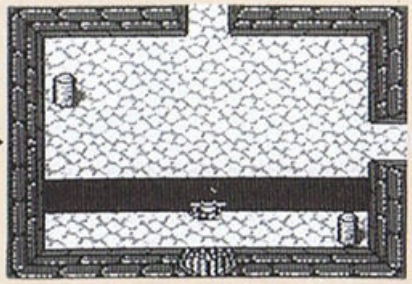
By the way

As you can see, the stake ahead cannot be tangled with a Chain Flail in its normal stat e. Try making it MAX state first, then do it.

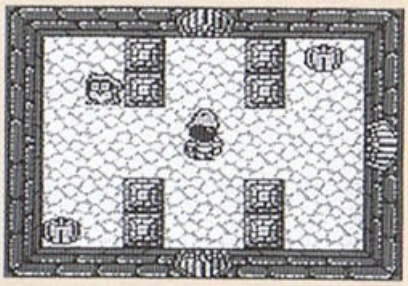
Too far to reach...

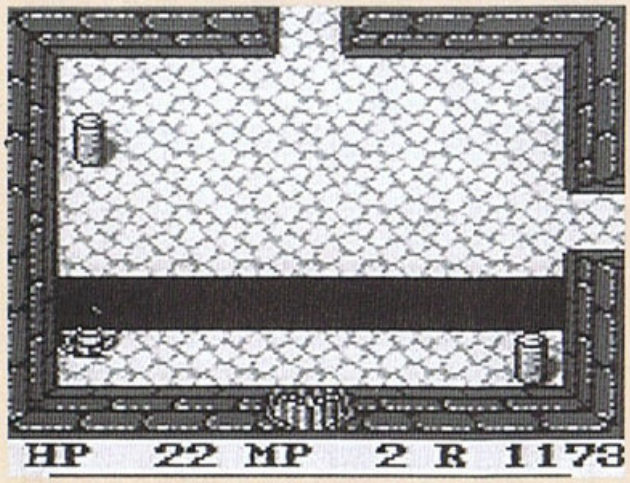


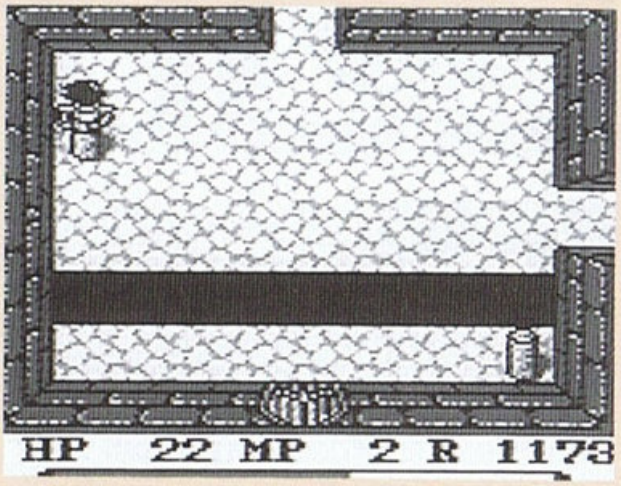
If you fall...



To the lower floor!

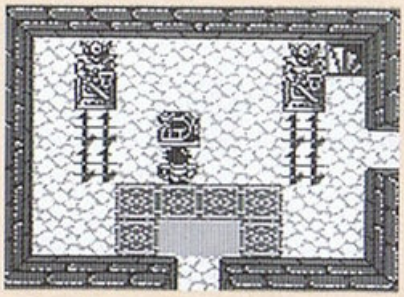






Route 5 Place the treasure chest on the switch tile

The upper-right of the room with the pitf all is a puzzle room. That said, the puzzle is simp le: push the treasure chests in the room onto the switch tiles, and a hidden staircase will appear. If y ou go down that hidden staircase, this dungeon w ill be almost finished!



★Did you accidentally destroy a treasure chest!? Yo u only need to place the treasure chest on the sw itch floor, but when you actually try it, you can som etimes fail. You might attack the chest with a weap on and destroy it, or push it too far and it ends up a gainst a wall so you can't move it anymore.

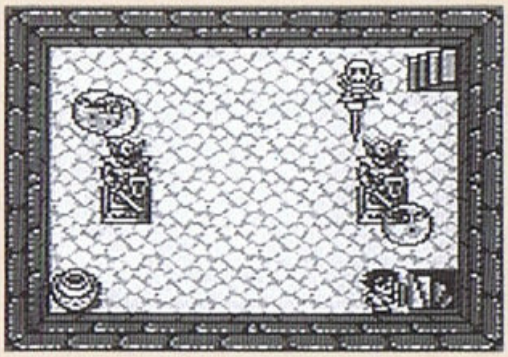
If that happens, what should you do? The answer is simple. Leave the room once an d then re-enter. The chest will be returned t o its original position.

Route 6: Break the jar with a mattock

What you notice when you enter this room is that there are no paths anywhere.

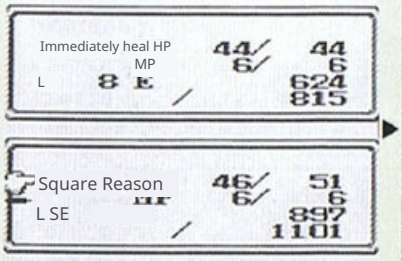
There are no breakable walls even if you inspect with a weapon...

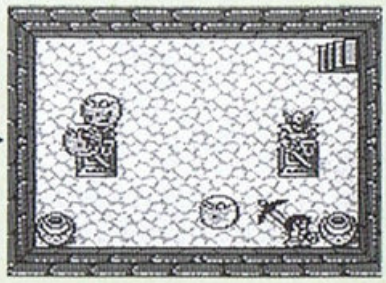
So the most suspicious things are the jars placed at the lower right and lower left. If you break either one with a mattock, a hidden staircase should definitely appear beneath it.



★When in doubt, save first and then try!!

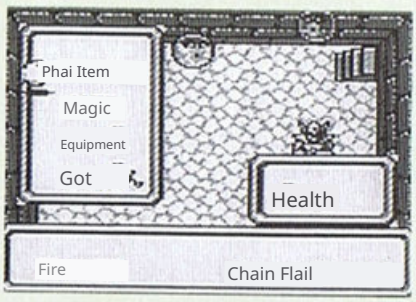
In cases like Route 6, using a mattock on a hunch when you have few left is a big risk. In such situations, if you save you can retry if you fail.

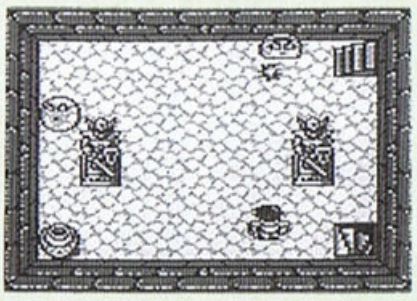




★Make frequent use of Fire

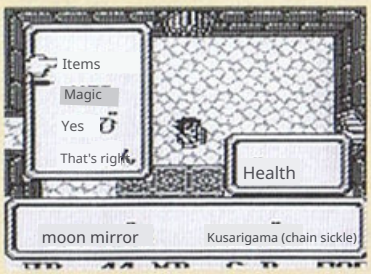
There are monsters in this banquet hall that cannot be defeated no matter how much you attack with weapons because their numbers are limited. When you do defeat them, use the magic potions obtained from zombies to recover. To defeat these monsters, you must use the Fire magic you obtained in the Swamp Cave!! Fire magic is a [illegible] that [illegible] uipped and used, automatically homes in on enemies and [illegible] eats them. However, MP

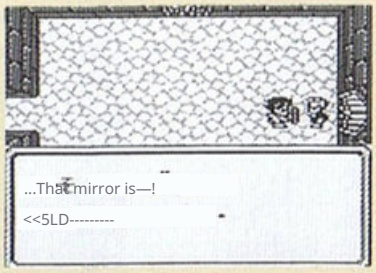




Story development

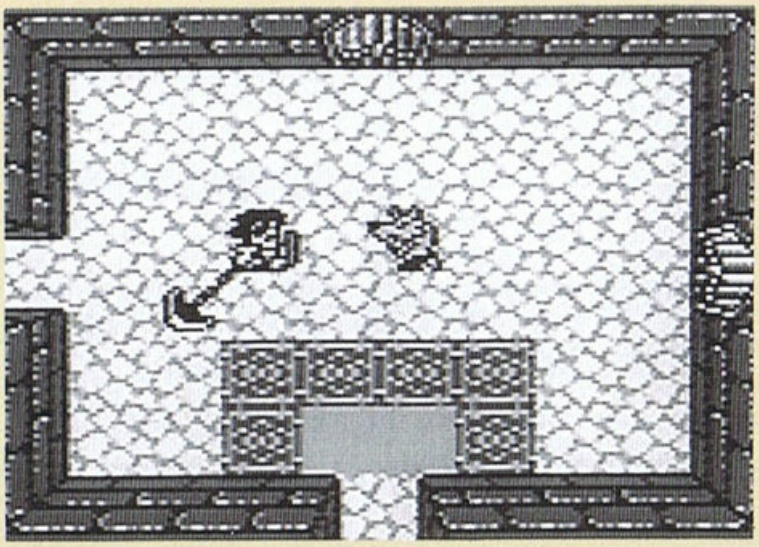
Story 1 Show the butler the moon mirror

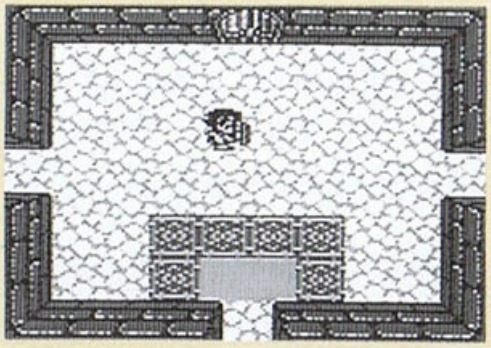




Butler

When the Moon Mirror was sh own to the butler, he suddenly be gan to writhe in pain and revealed his true form. He was a werewolf. Do not hesitate here. The protag onist fought desperately and defe ated him. Then, the door leading f urther inside suddenly opened!





Story 2 Rescue the girl from the coffin

When entering the room at the deepest p art of the Vinket Mansion, just as the travelin g man said, many coffins were lined up. Coul d a girl be here...? For now, the protagonist b egan to search them one by one, and stoppe d suddenly at a coffin on the lower row.

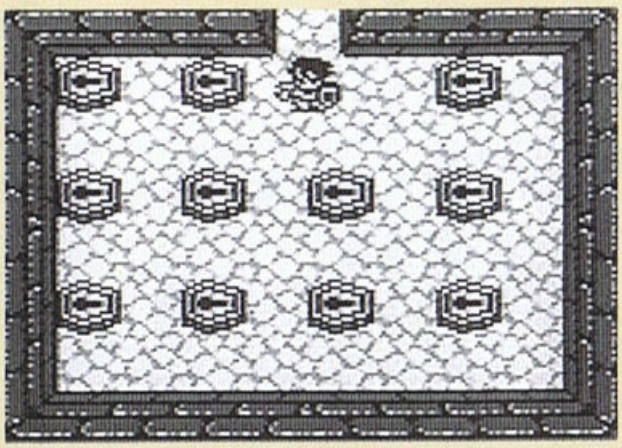
Coffin

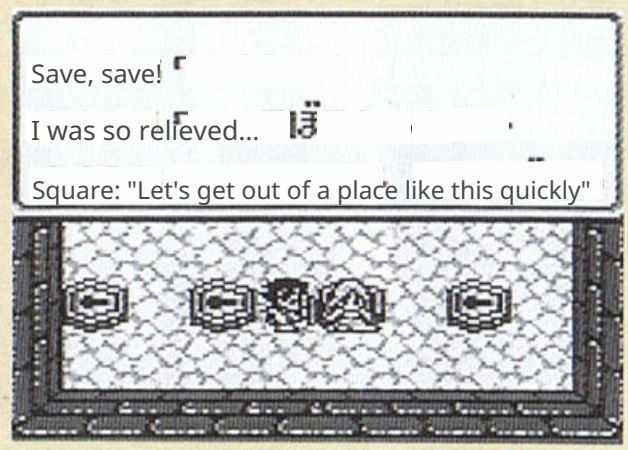
Coffin (kan)

Coffin (oke)

He stopped in front of the coffin. As he approached and pushed that coffin, a girl was insi de! Now all that remained was to get out of here. The protagonist took the girl and hurriedly traced the path to t he exit.

Coffin





Story 3 Leaving the Vinket Manor

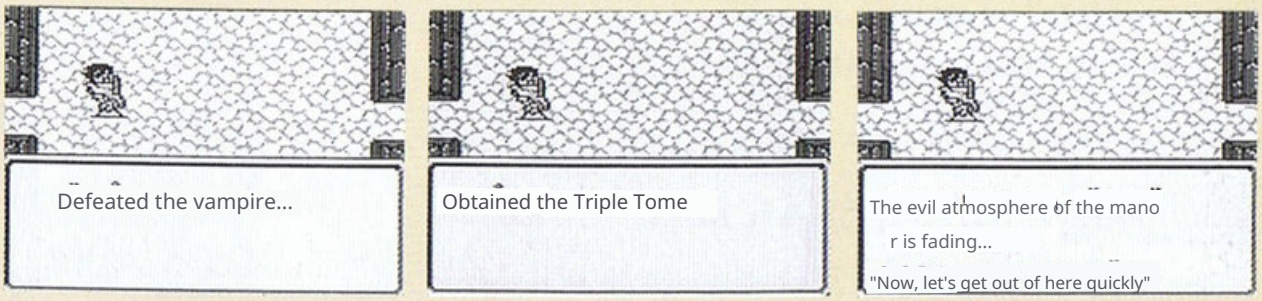
After a fierce struggle, the protagonist defe ated the vampire and obtained the Triple Tom e that the vampire had. Then, the evil atmosp here that had dominated the manor until now began to fade as if the tide were receding...

Jaaku

Shio

Fading away like the tide recedes... Van

Now that the vampire is gone, the girl who had disappeared from this manor will likel y no longer vanish. Both the protagonist a nd the girl breathed a sigh of relief and lef t the manor behind. However, the two adv enturers' journey has only just begun.

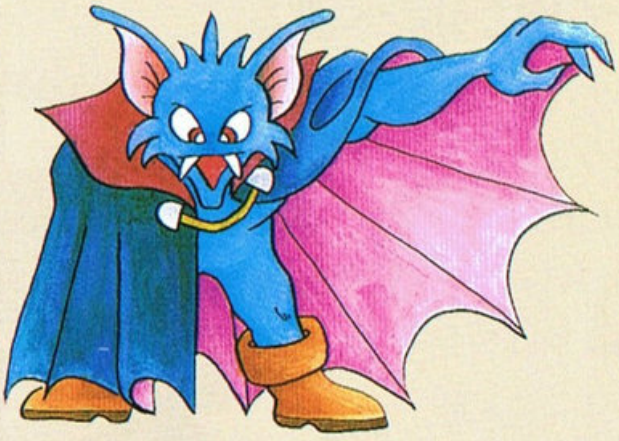

Defeated the vampire...
Obtained the Triple Tome
The evil atmosphere of the mano r is fading...
"Now, let's get out of here quickly"

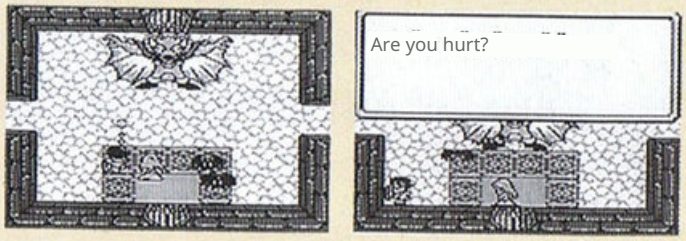
Combat & Strategy

Battle 1 Battle with the Vampire

Before fighting the vampire, it's reassuring to f lee once to the upper-left room to recover and sa ve. The vampire moves up, down, left, and right while releasing bats as it moves, so dod ge them while attacking. If your HP dro ps, the girl can heal you. ●Technical Dat a

Hit Points





- ●Max HP / 400
- ■Attack Power / 28-26
- ●Defense / 26-8
- ●Luck / 10
- ●Experience / 20
- ●Item / Slipple

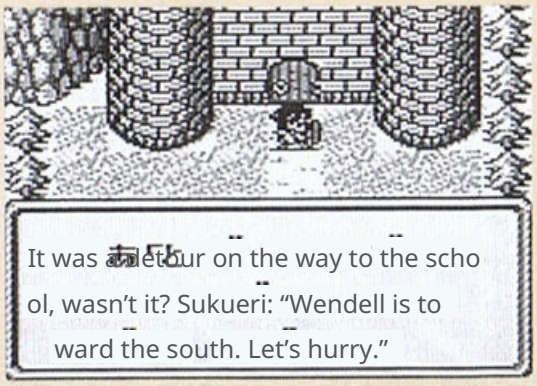
Best ウェポン	Chain Flail
Best Magic	Fire

A monster that, it is said, likes to suck huma n blood night after night. It freely contr ols bats and can itself transform into t he appearance of a bat-feathered creature.

Field

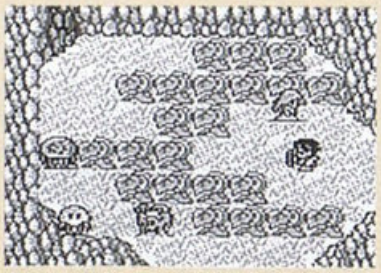
[Pinqett Manor, Wendell Town]

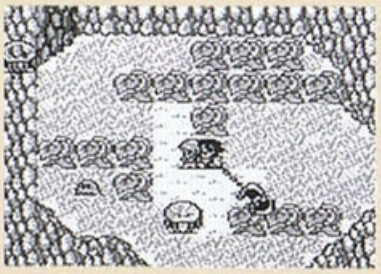
Field 1 Gather information from the girl



As soon as you leave Pinqett Manor, y ou receive a message from a girl saying, "Wendell is in the southern direction..." For now, follow the road south. The path through the Lizardman nest leads to We ndell.

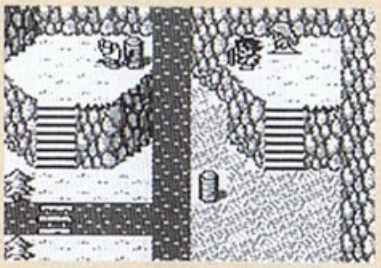
Field 2 Cut the obstructing grass

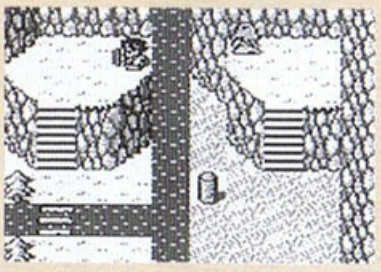




Heading west from the Lizardmen's nest, the marsh there is filled with tall grass that blocks your path. There are also poisonous monsters, so this is troublesome.... But before you panic, remember this: grass can be cut using the special function of the chain sickle. Quickly switch to that weapon to cut the grass and then proceed onward.

Field 3 Cross to the far bank using the Chain Flail





After cutting the grass with the chain sickle, if you head northwest you'll find a valley blocked by a river. At first glance it looks like a dead end but if you climb the stairs you'll find a single stake. Actually, this is a route you cross using the Chain Flail. Not just in dungeons—stakes like this can appear out in the field as well. There are poisonou s monsters here too, so act quickly. After crossing the river, follow the road south and you'll soon see the gates of the town of Wendel.

Monsters Appearing	Madman, Death Flower, Grel, Lizardman, Killer Bee, Orc

Information

A to Z for Warriors

得 I Watch out for traps inside the dungeon!!

On the way to Vinquette Manor to g
et the chain flail, there are spikes like t
hose shown on the left in the photo. I
f you accidentally step on these spikes
,

Hit Points Max

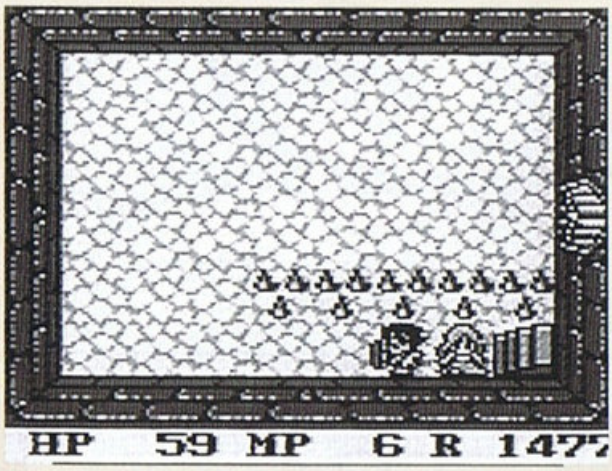
Your HP will decrease by about one-third of the MAX

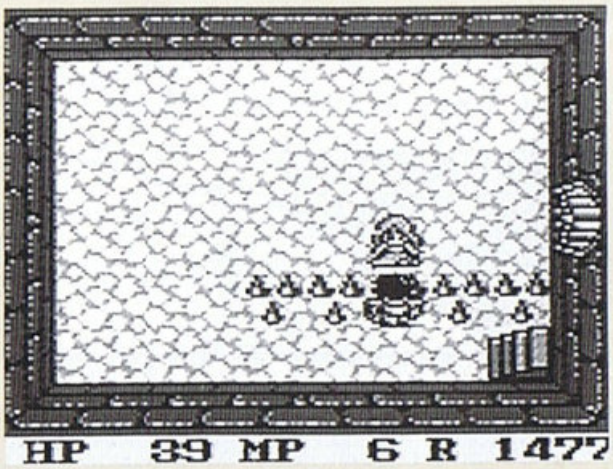
.

Max

If your HP at that time is one-third of MAX or less, you will die

—so be careful!! Besides these, traps like barriers and lava also appear.





Obtain II If you use a shield, HP and MP consumption is zero

As mentioned above, there are monsters you can't defeat even using weapons.

In that case, if you use the magic Fire

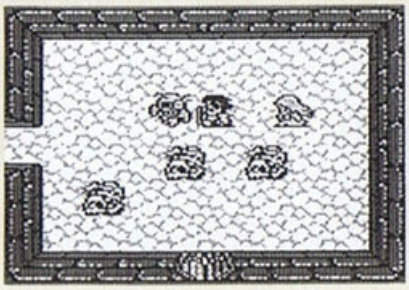
Magic Points

That would be fine, but if there's no MP or magic potion

...then push the enemy away with the shield.

Hit Points

If you push from the front, your HP won't decrease.



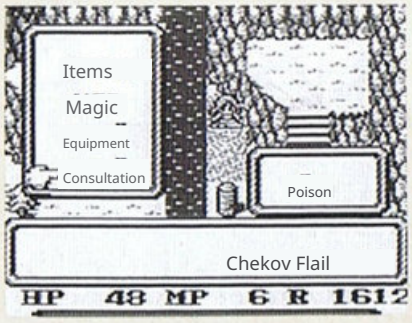
得 III If you get poisoned, consult the girl

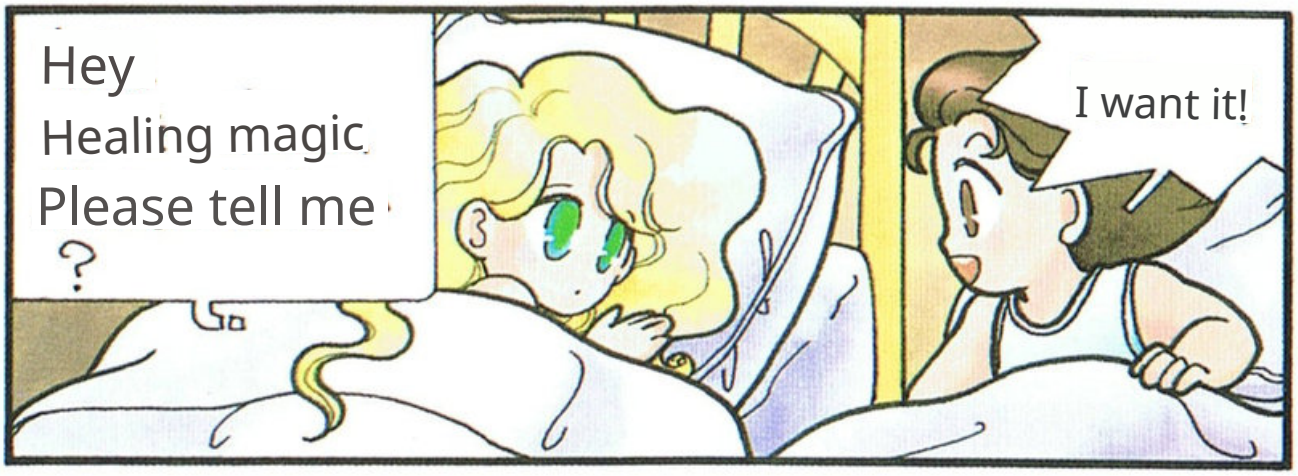
When you get poisoned by a monster and there'
s no antidote... If at that time a girl has joined you
r party, choose the Consult command

Hit Points

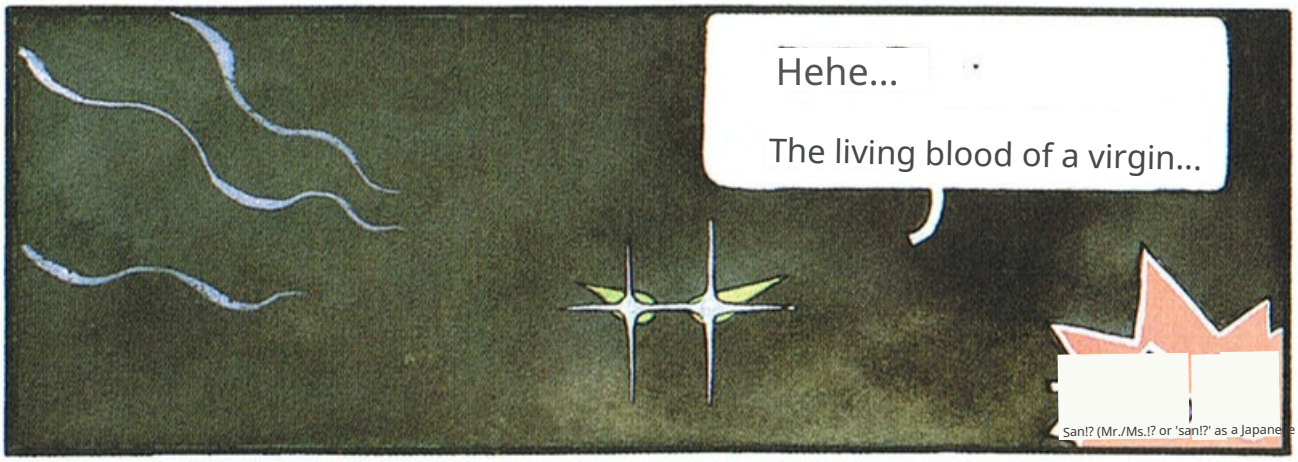
The girl will heal the HP lost from the poison's effect.

And it's free!




Hey
Healing magic
Please tell me
?
I want it!

This Cure spellbook
You should read
it
··· Is that all?

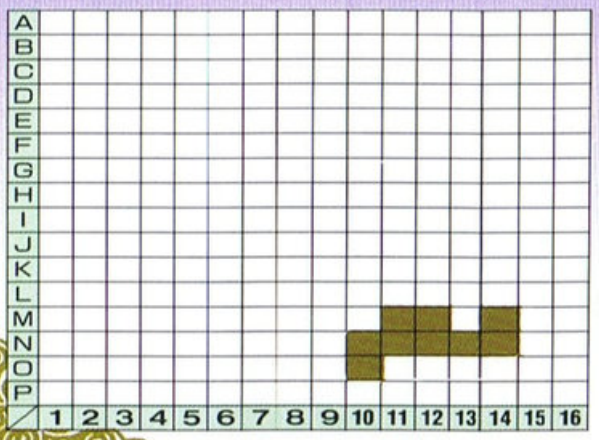

Hehe...
The living blood of a virgin...
San!? (Mr./Ms.!? or 'san!?' as a Japanese honorific exclamation)

Hmm~n
This is a difficult
book
Damn it
Still awake
You're
Hurry up and
Go to sleep already

Chapter 2

Chase the Airship!

Wendel Town · Dwarf Cave



Objective: Meet Seeba and hear what he has to say

When you arrive in Wendel, first meet Seeba and learn about the girl and the secret of the Mana Tree

Let's unravel it. Shiva is in the cathedral.

Shortcut M14 N14 N13 N12 M12 M11 N11

Route N10010

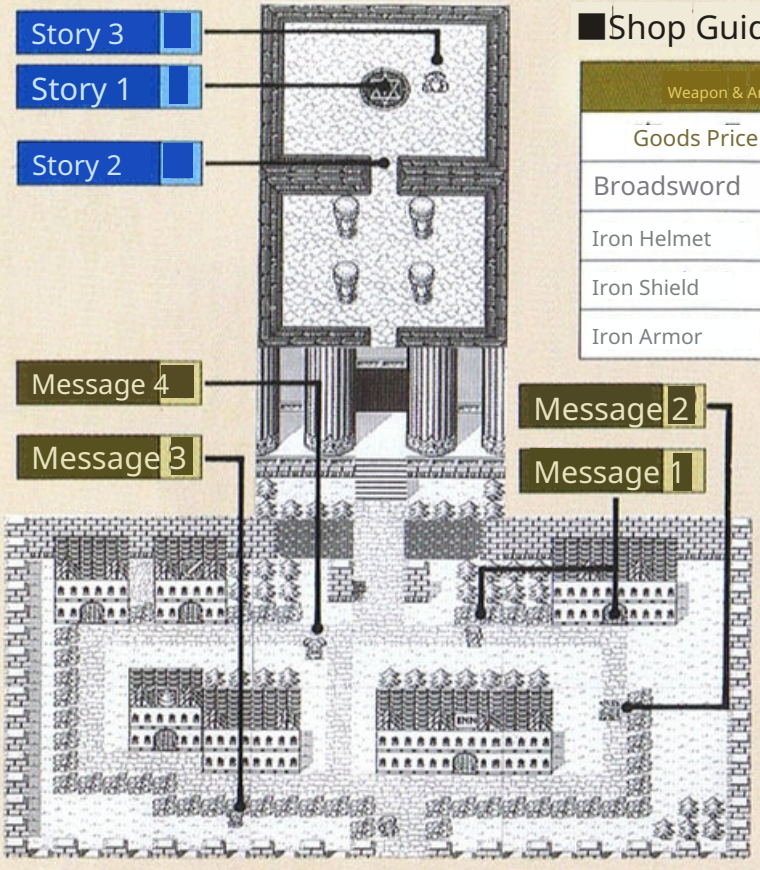
Items & magic obtainable within the route

Iron Armor Heal

ENTRANCE The cathedral of the Great Sage Shiva is here

【M14】

Wendel Town



■Shop Guide

Inn | Eave | 10R

Weapon & Armor Shop		Item Shop	
Goods	Price (R)	Goods	Price (R)
Broadsword	60	Potion	40
Iron Helmet	140	Dokukeshi	30
Iron Shield	185	Eye Drops	60
Iron Armor	315	Key	15
		Matok	60

People Blessed by Mana

Beyond the Swamp Cave, a Deep Forest

Seito

Arrived at the holy city Wendel, surrounded by

The two finally reached. Bogard

Idai

As the words say, a great

wise man

named Sage Seeba lived here.

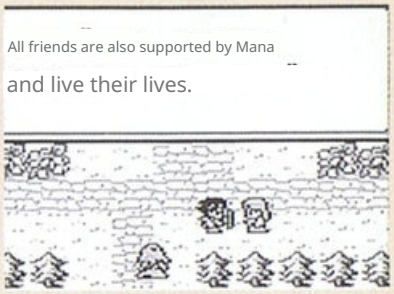
The girl's secret is now revealed.

Message Analysis

Message 1 People who worship the Mana Tree

Miyako

The city closely tied to the Mana Tree is Wendel. It seems that all the rivers in this region spring from the roots of the Mana Tree. Keep in mind that "both people and the land live sustained by the Mana Tree."

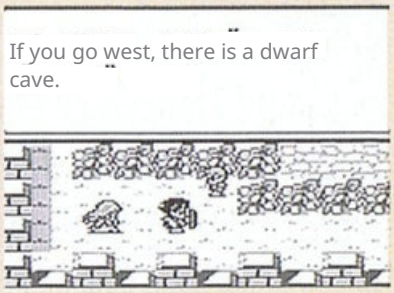


Message 2 Reunite with the traveling man

The traveling man who helped the protagonist in the Swamp Cave is met again. He has also come to Wendel. The protagonist is teased a little about the girl and grows embarrassed. Hmm, I wonder if this traveling man is really such a good fellow.

Message 3: The story of a child who loves adventure

Dwarf Cave..... At this stage I don't even know whether I have to go here or not, but anyway, the Dwarf Cave is to the west — for now, just remember this.

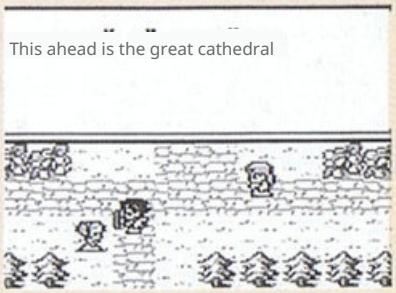


Message 4 Sage Sheeba's Cathedral

Sword

Sheeba is a sage who has lived for a long 1,000 years. Sheeba lives in Wendel's cathedral. Once, together with comrade Bogard, she fought and brought peace to the world. You must meet her.

Wendel



★The cathedral is north of the town

Seito

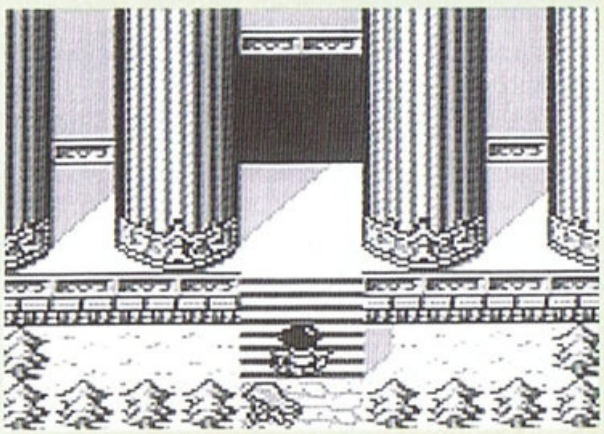
The holy city of Wendel, surrounded by lush forests and water.

Miyako

Wendel is called the "Holy City" because

Miyako

This cathedral, located to the north of the city, once showed people various miracles, and even now travelers who visit here never cease to come. Cross the bridge and you'll reach the cathedral entrance. Go straight ahead and you can enter.



Story development

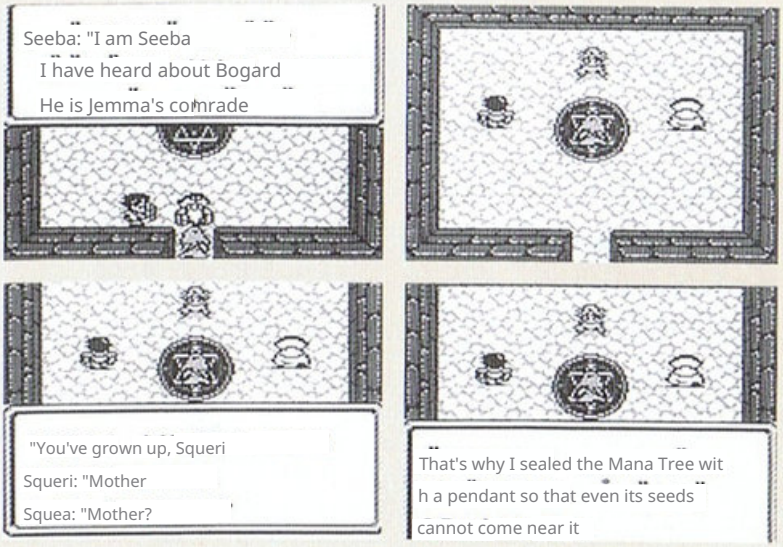
Story 1

The secret of the Mana Tree and the girl

Idai　　wise man

Meet the great sage Sheba

He looked at the pendant the girl was wearing around her n eck, nodded, and guided her t oward the magic circle. When the girl stepped onto the magi c circle... that miracle happene d. The girl's mother appeared i n midair and began to speak o f the secrets of the Mana Tree.


Seeba: "I am Seeba
I have heard about Bogard
He is Jemma's comrade
"You've grown up, Squeri
Squeri: "Mother
Squea: "Mother?
That's why I sealed the Mana Tree wit
h a pendant so that even its seeds
cannot come near it

Story 2

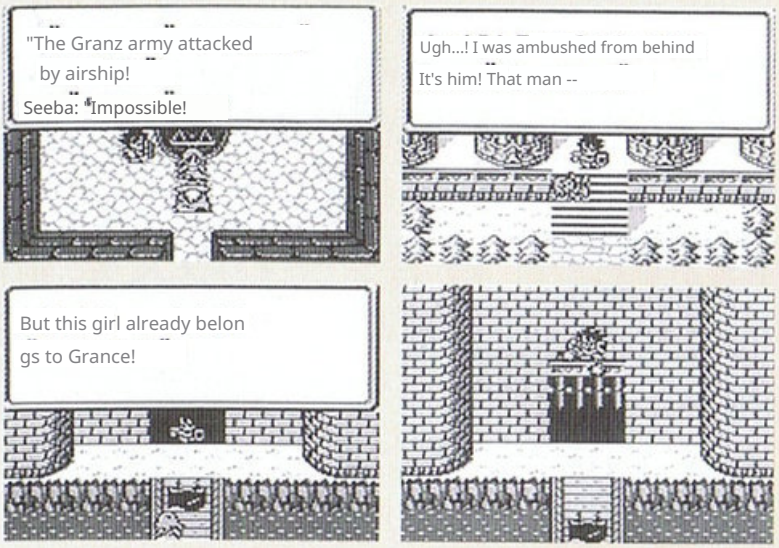
The girl is kidnapped by Julius

When the statue of the girl's mother vanishes, a sudden explosion is heard, and that traveling man takes the girl to a safe place.

But the traveling man's true identity was actually Julius.

The protagonist chased him to the town's exit, but Julius's magic was powerful.

The protagonist lost consciousness.

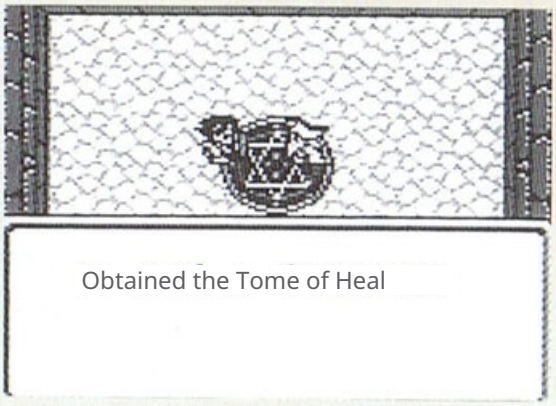


Story 3

Receive the Tome of Heal from Sheeva, then head west

When he came to, the protagonist was in the room with the magic circle

The worried Sheeva peered in... It seem s Julius took the girl aboard the airship and headed west. When the protagonis t resolved to pursue Julius, Shee va gav e him the Tome of Heal to take with him .



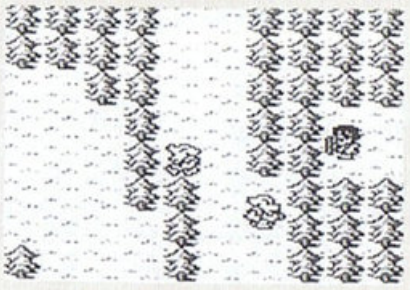
Field

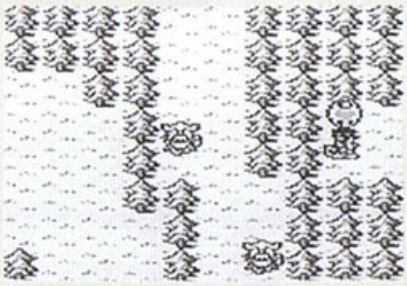
[Wendel Town ← Dwarf Cave]

Field 1

Cut down trees to clear the path

After leaving Wendel, in any case first go west. And remember this: a child in Wendel said, “There is a Dwarf Cave to the west,” but if you keep going west you’ll soon be blocked by a river and won’t be able to proceed, so first go to the Dwarf Cave to look for a lead. However, if you go a little way west, trees will block your path. In such cases, use the battle axe you bought at the hut by the swamp entrance to cut the trees down. Some trees won’t leave stumps behind.

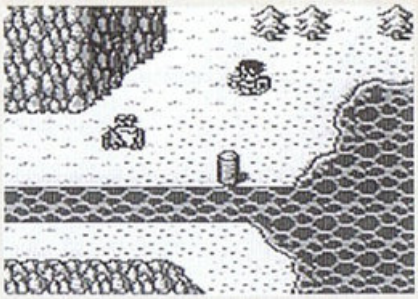




Field 2

Once you reach here, the Dwarf Cave is right ahead

Further west and west. From where you leave Wendel, if you continue westward that way for four screens, you will come to an area like the one in the photo on the right, so this time head south along the path squeezed between the river and the rocky hills. There, the entrance to the Dwarf Cave gapes open. First, let's go inside.



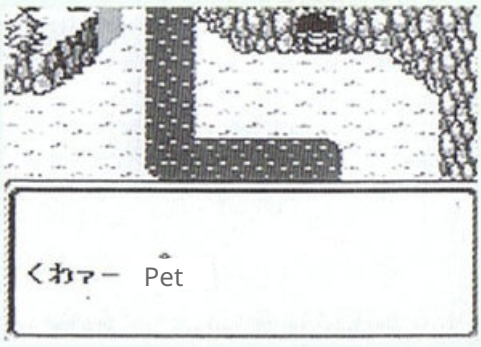
Monsters Appearing	Killer Bee, Orc, Desk Crab

★ You still can't enter the cave to the north

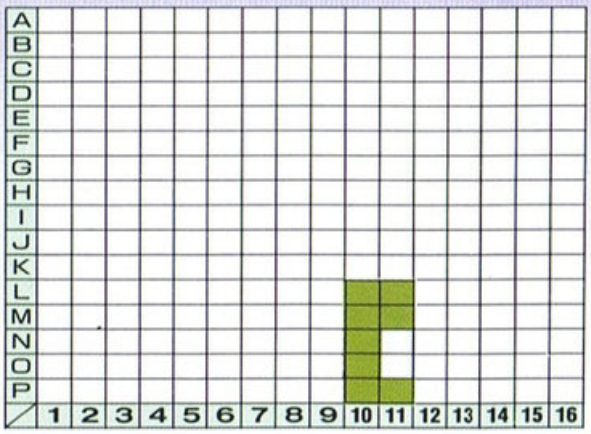
To the north of the Dwarf's Cave is another cave, Gaia's Cave. It seems you can go further west after crossing the river that blocks the path from here, but when you try to enter... "Kwaa, Pff!" !!!! Apparently this cave is like a giant living creature. And the cave entrance

is the mouth of this creature. Unless we come up with some countermeasure,

it doesn't look like we can proceed further west.



Dwarf's Cave - Forbidden Abandoned Mine



Objective: Obtain the Sabitole at the hut to the south

Gathering information in the Dwarf Cave

it seems that to enter Gaia Cave you must go to the northern abandoned mine.

It seems you have to go.

haikou

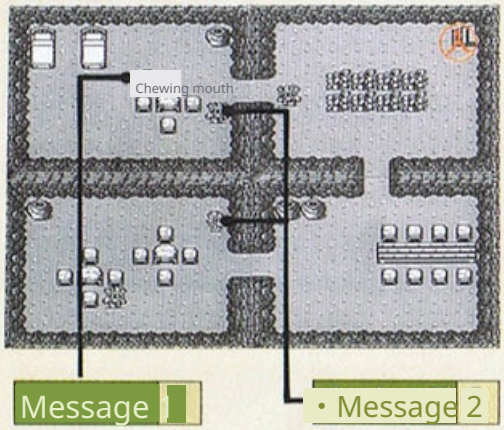
And to ride the minecart in that northern abandoned mine, you'll apparently need t he Sabitrail from the hut to the south. Firs t, head to the southern hut. Items & magic obtainable within t he route Sabitrail

Shortcut 010 P10 P11 011 N10 M10
Route M11 L11 L10

PENTRANCE The dwarves' dwelling located in the mountains

[010]

Dwarf Cave



■Shop Guide

Inn | 0 shops | 0 R

Cheerful dwarves

After parting with Sheila in Wendel, the protag onist first visits the Dwarf Cave to the west. Dwar-

Fu is a cheerful race. One of his companions, Watts, is also like that.

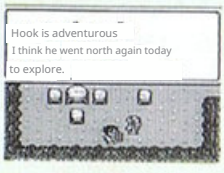
haikou

It seems they went to explore the abandoned northern mine.

★ Watts the Dwarf loves adventure One of t he dwarves, Watts, apparently loves adventure very much. Since childhood

haikou

he seems to have played in the northern abandoned mine, so he probably knows a lot about its interior.



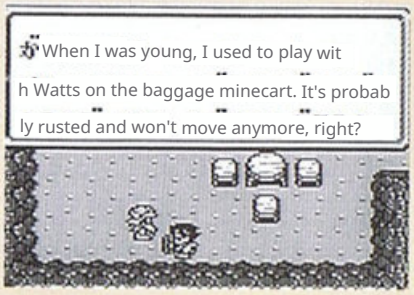
Message Analysis

Message 1

Information about the abandoned northern mine and the hut to the south

haikou

There is said to be a minecart in the abandoned northern mine. However, The minecart is rusty now and won't move. So we hav e to make it work. To make it work, one application of “Sabitrail” will do. Apparently they sell that at the to ol shop in the south, so let's go buy it later.

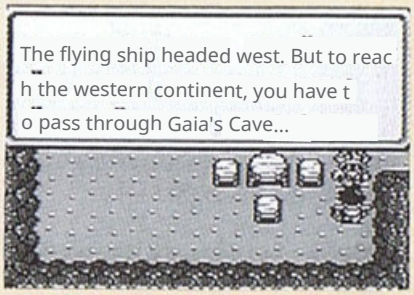


Message 2

Information about Gaia's Cave

The cave to the north, the one that made that “Kwaa, peh!” sound, turn ed out to be a cave where an ancient monster fossilized. This monster app arently loves mithril. Speaking of mithril, the northern abandoned mine is it s source. So we really have no choice but to go to the northern mine and search for mithril.

mine



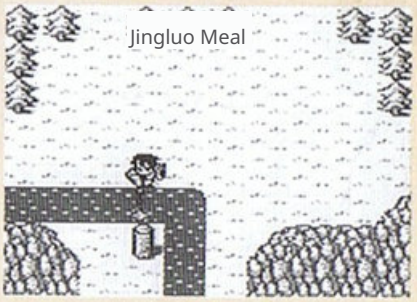
Field

[Dwarf Cave South Hut]

To the southern hut in Field 1

Go buy Sabitrail

The southern hut is reached by first heading north from the Dwarf Cave, crossing the river on a chain fl ail, and then pressing southward. Be sure to buy a R ust Trail (Sabitrail). Monsters encountered: Orc, Des k Crab



★ There is an inn near the Forbidden Mine

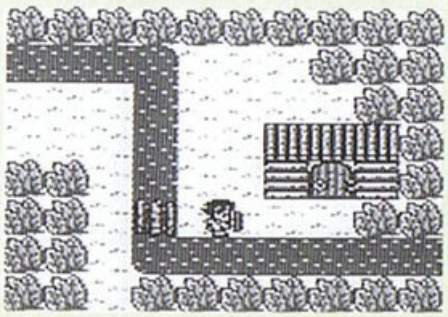
haikou

Near the Forbidden Mine north of the Dwarf Cave, there is an inn on the field. If you proceed north while cutting down trees with a Battle Axe, it's really just a stone's throw away. The Forbidden Mine is full of very tough enemies, so if your HP or MP is low, you'll definitely want to stop by.

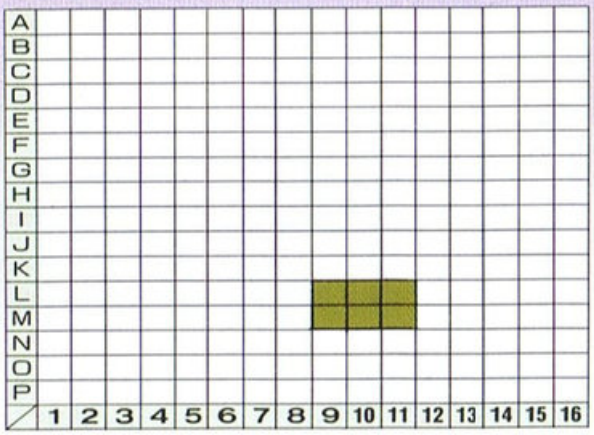
haikou

Hit Points

Magic Points



Forbidden Mine — Gaia's Cave



Objective: Buy mithril weapons and armor

Use the Rust Trail to move the rusted minecart and first explore the Forbidden Mine. When you meet Watts, cooperate with him to search for mithril together. If you do, Watts will craft mithril items for you. Buy these and then make for Gaia's Cave.

Shortcut Route: L10▸L11▸M11▸M10▸M9▸L9

Items and magic obtainable along the route: Mithril, Mithril Blade, Mithril Armor, Mithril Shield

PENTRANCE Mithril Production Area

[L10]

Forbidden Abandoned Mine

BOSS: Ankheg

Best equipment		
	Weapons	Chain Flail
	Helmet	Iron Helmet
	Armor	Iron Armor
	Shield	Iron Shield

Recovery Source: Fountain of Recovery × 1

Minimum required passage items

Mattock	Key
5	0

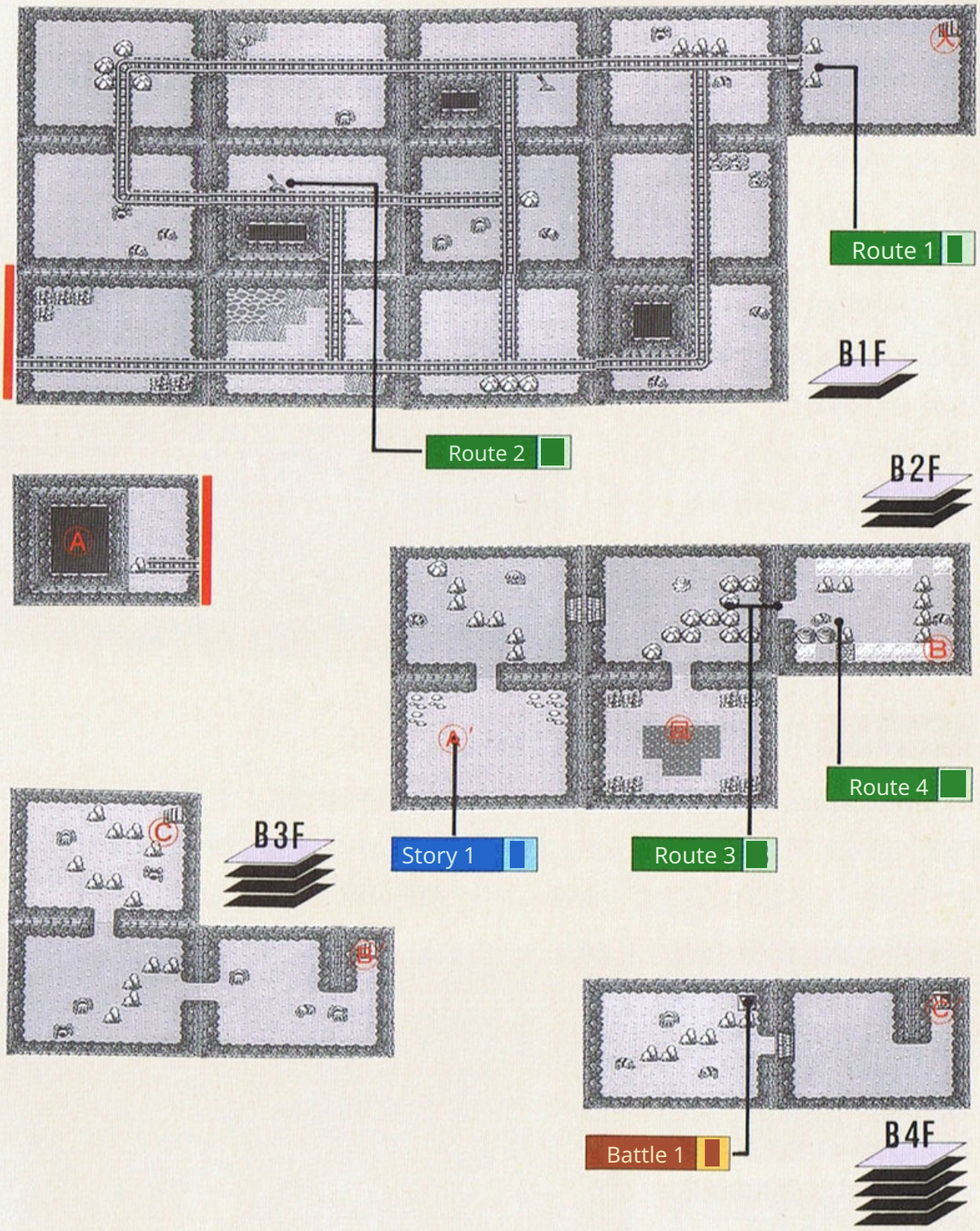
Items and magic obtainable: Mithril

Ride the minecart inside the abandoned mine

After finishing shopping at the tool shop in the southern cabin, the protagonist heads toward the Forbidden Abandoned Mine. The abandoned mine

When we entered the pit, just as the dwarf had said, the rust-trail proved useful and the minecart started to move. However, the minecart kept going around the same spot. Just wandering around. Some enemies carry poison and your HP keeps getting drained!! Even though wounded, you scan the side of the tracks and spot a switch!! If you just flip this, you should be able to move onto a different line. Time it right—Heave! You did it, success!! But then... The trolley derailed and fell into the pitch-black darkness.....

Dungeon MAP



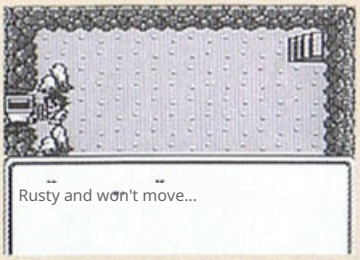
Appearing Monsters Mimic, Laster, Tarantula, Wererat

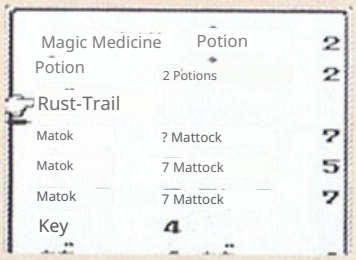
Route 1: Ri the minecart

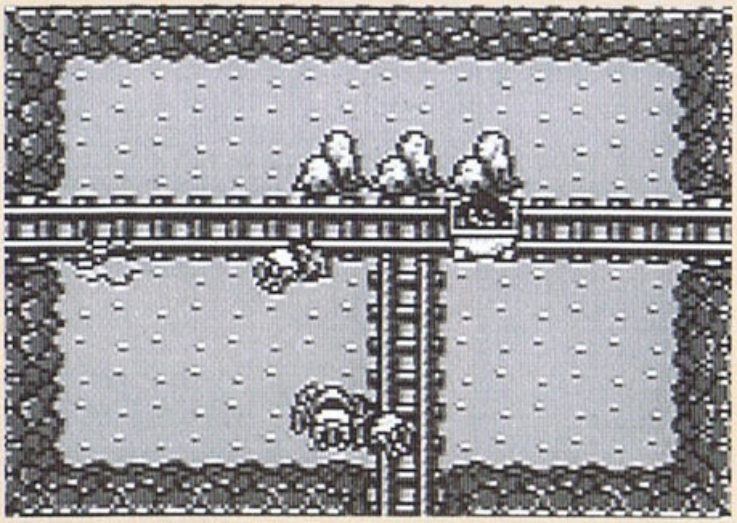
haikou

When you enter the Forbidden Abandoned Mine, there is one minecart.

The minecart is nearby. If you ap proach and try to push it, it won't move because it's rusted. This is where the Rust-Trail appears. Th e Rust-Trail is a chemical product that cleans off rust. If you use it on the minecart, the rust comes off in an instant. However, once t he rust is removed, the minecart will suddenly start running with the protagonist on board. Once i t starts running, you can't go ba ck, so be fully prepared.

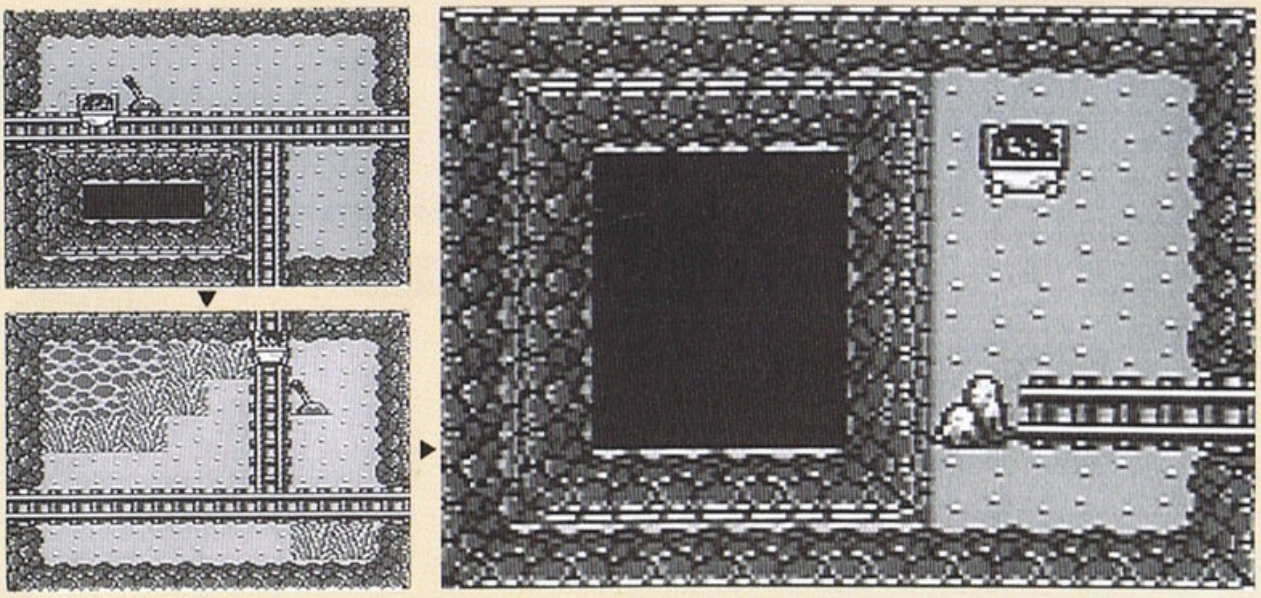






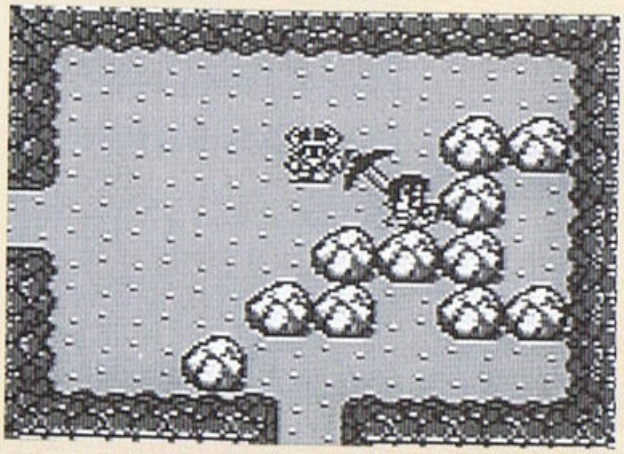
Route Switch two switches

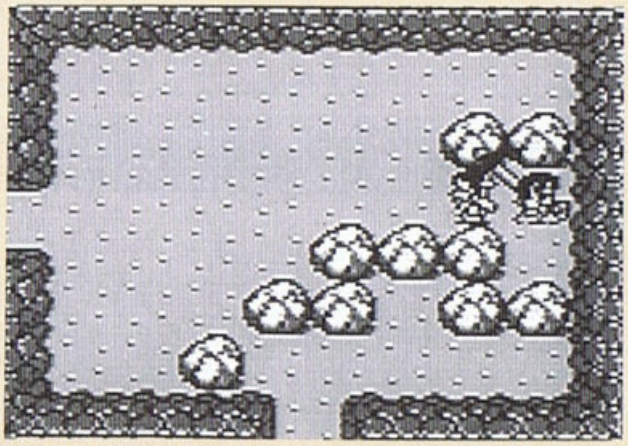
When the mine cart starts running, it goes round a nd round on the tracks. If you do nothing, it will keep c ircling the same place forever. However, on the tracks there are three switch points. If you fli p two of them with a weapon, how to you can change the route of the tracks.



Route 3 Use the mattock to break rocks and destroy walls

As you proceed through the dungeon, after breaking the rock with the pick, break the wall to its right, you will arrive at a room with rolling rocks lined up. To go past this point, first use the mattock on the right-hand rock. If you do that, a passage will appear. You'll use the mattock twice just in this area.

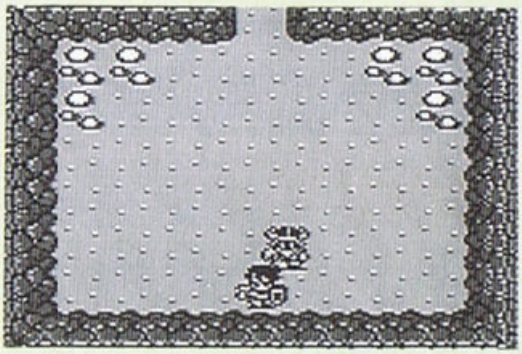




★Since this is a dungeon with no exit, be fully equipped

Actually, this Forbidden Mine has no exit. From the moment you use the minecart's Savetrail, you cannot return to the field until you obtain Mithril. That's why you must be thoroughly prepared.

You'll want to be fully stocked. Have HP and MP at full, and besides recovery items like potions, prepare about two spare mattocks just in case. Also, since many monsters inflict poison, carry at least two antidotes. Consider the possibility of running out of items and being unable to do anything, so it's important to save before entering the Forbidden Mine. Also, make sure your equipment is at its best.

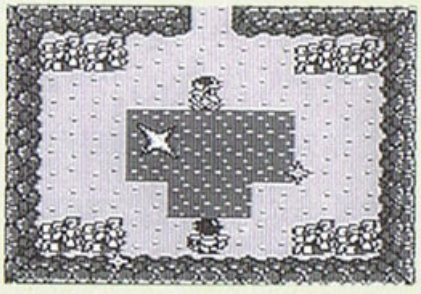


Chekov Flail iron helmet
attack 25 iron armor
defense 38 iron shield

kusarikama (chain sickle) Battle Axe
Bronze Helmet

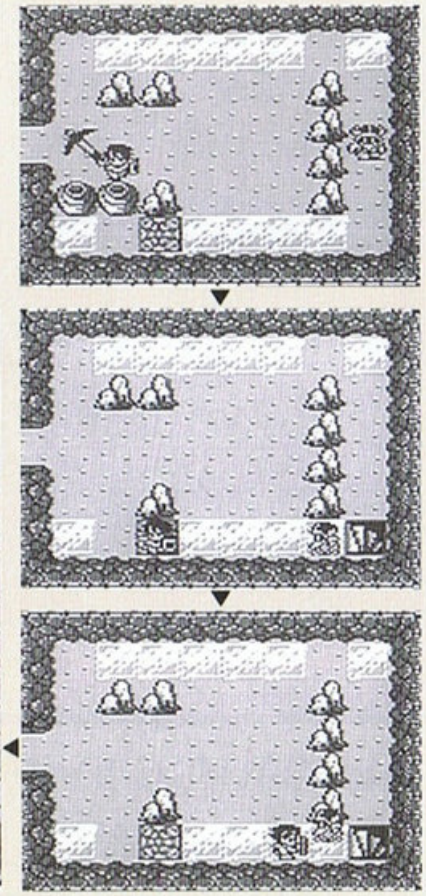
★Use the spring of healing to recover

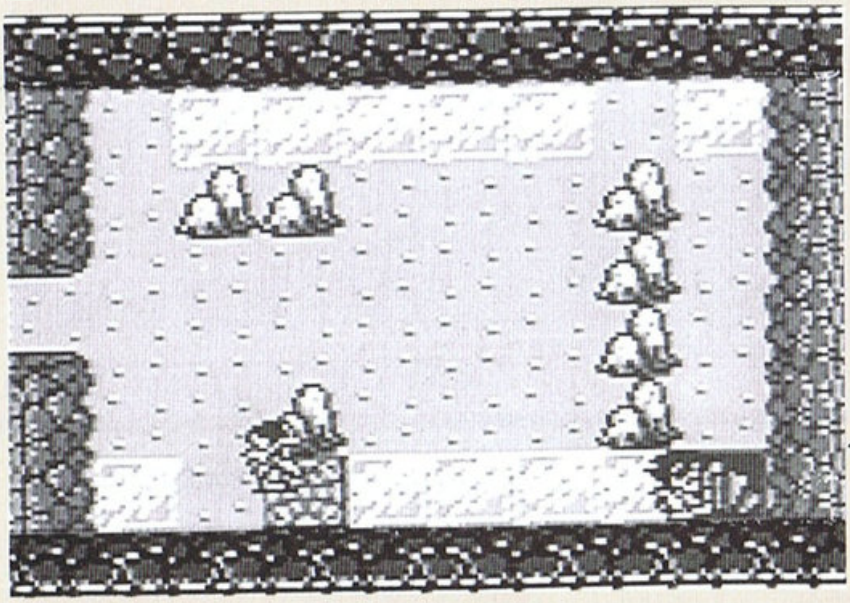
There is a healing spring in the room below the one strewn with rocks. Use the mattock to break the rocks and go to the lower room to find the spring. On the protrusion below this spring, if you push the protagonist up, the protagonist's HP and MP will be fully restored.



Route 4 Break the pots and step onto the switch floor

This is where you enter the next room after breaking the wall. The white glowing floor is a slippery floor. If you step on it, the protagonist will slide along. So, to get onto the switch floor, you need to break the pots with a mattock so you don't step on the slippery floor. Then a downward staircase will appear.





Story development

Story 1 Meeting Watts, the Adventure-Loving

While still riding the minecart, I hit a dead-end rock and was knocked flying.

shougeki

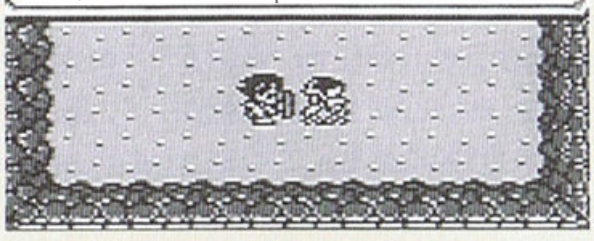
The protagonist loses consciousness from a tremendous shock. After a few minutes or perhaps a few hours, he comes to and finds an unfamiliar dwarf peering in. It must be Watts, the one rumored in the Dwarf Cave. Wa

haikou

If it's Watts, he's sure to know the interior well—he has been playing in this abandoned mine since he was a child. Let's take Watts with us.

They said, "All right," and the two of them agreed to cooperate as they searched for the mithril. After all, two people are better than one.

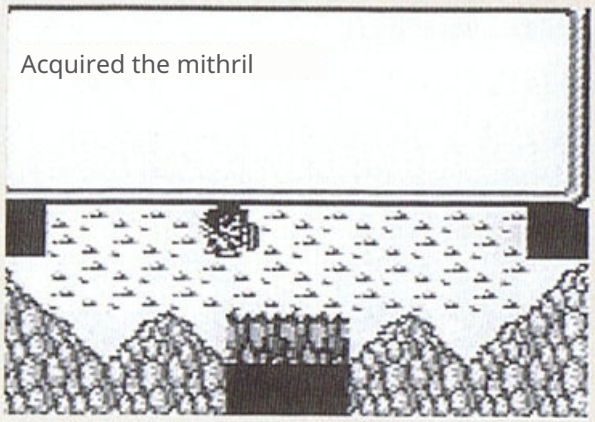
Kotts: "Knight, are you looking for mithril too? Let's go together—divide and conquer, divide and conquer!"



Story 2 Obtain the mithril

haikou

While clearing various traps inside the abandoned mine, the two of them pressed deeper and deeper inside. After descending several stairc ases, they found a rope leading down a cliff, and beneath it was an Anchheg!! With Watts's help, they somehow man aged to defeat it, and there lay the mi thril... Yes!



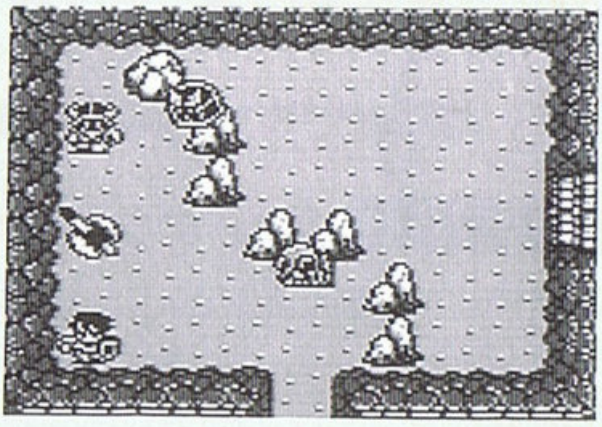
Story 3 Parting with Watts

Having obtained the mithril, the t wo returned to the field. Watts said he would first return to the Dwarf Ca ve to craft tools from the mithril. Tha t way, they would be able to pass thr ough Gaia's Cave, which loves mithril . The protagonist immediately pursu ed Watts to the Dwarf Cave.

★Watt's Consultation Command

haikou

If you run out of items in the Forbidden Mine to tell the truth, if you consult Watts, he'll sell you various tools. First, High Potio n – 160 Ruk, Antidote – 30 Ruk, Eye Drops – 60 Ruk, Gold Needle – 90 Ruk, Mole Whisk er – 120 Ruk, Key – 15 Ruk, Mattock – 60 Ruk, etc.

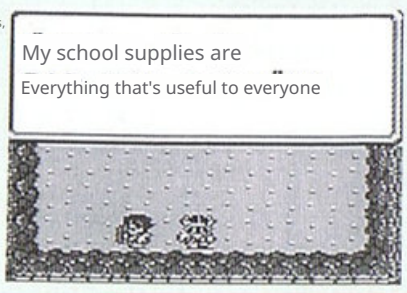


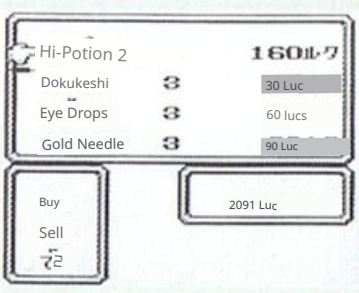
It was just that. However, no matter how much the opponent is Watts, money still...

haikou

It's a must. Therefore, the basic rule of get ting prepared before entering the aband oned mine remains unchanged. If s omething goes wrong, rely on Watts.

Support (tayo)

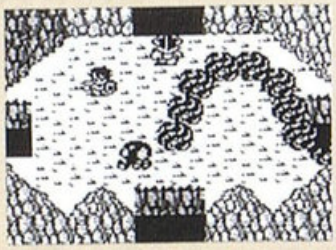




Battle & Attack

Battle 1 Battle with Ankheg

It is a monstrous giant centipede. Its very lo ng body lashes out while coiling around, attac king. Moreover, attacks from here are ineffectiv e except on the head. So it is quite difficult to ai m. Don't mindlessly bas h away—land a decisive blow to the head.



Technical data

- Max HP / 448
- Attack Power / 33
- Defense / 12-10
- Luk / 150
- Experience / 44
- Item / Mithril

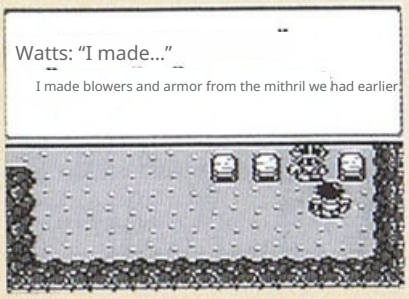
Best Weapon	Chain Flail
Best Magic	Fire

A species of centipede that h as survived since ancient times. S aid to be 10 to 20 meters in l ength, it is a gigantic monst er. It chases prey in circular, spiraling motions and crushes th em with its hard body. Its on ly weakness is the head.

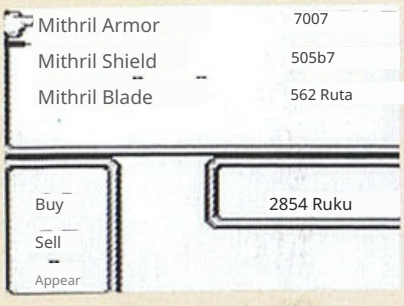
Dwarf Cave AGAIN

Story 1 Buy mithril products from Watts

The protagonist has returned to the D warf Cave. The dwarves inside are talking...



When you leave, Watts returns and seems to be making tools from mithril. I immediately g o to meet Watts and...



Armor made of mithril

Armor たて Shield, Sword

He sold them to me. With this, I can finally enter Gai a's Cave.

Field

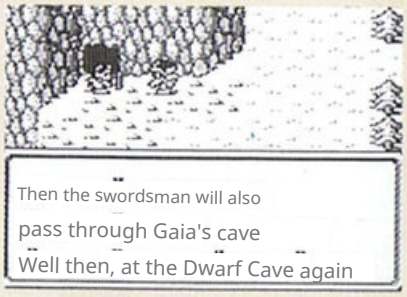
[Forbidden Abandoned Mine Dwarf Cave Gaia Cave]

Field 1 Go to the Dwarf Cave to meet Watts

After obtaining mithril, Watts returns alone to th e Dwarf Cave to get back to the Dwarf Cave. He wa nts to make various tools from mithril. So you sho uld follow Watts to the Dwarf Cave. After all, he we nt to the forbidden abandoned mine for mithril.

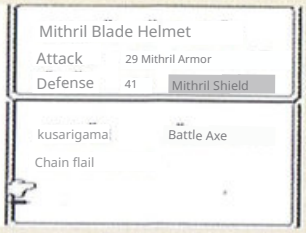
haikou

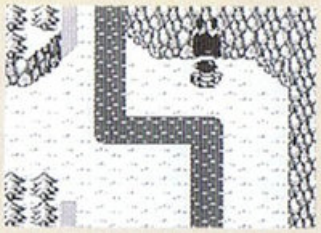
After all, he went to the forbidden abandoned mine for mithril.



Field 2 Equip mithril items at the Dwarf Cave and go to Gaia's Cave

If you want to enter Gaia's Cav e, equip at least one mithril item. I f you only carry it, you'll get the sa me "Caw, spit!" as before.





Appearing monsters	Killer Bee Desk Rab, Orc

Information

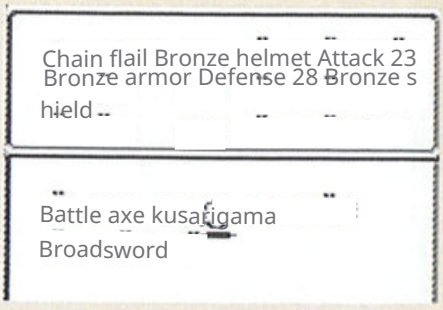
A to Z for Warriors

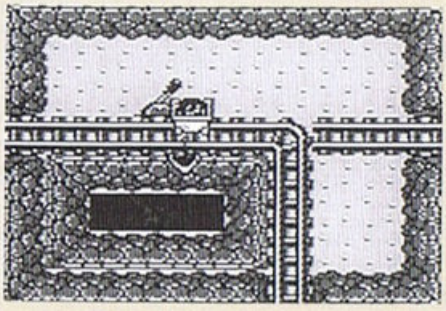
Gain I Switching the track points is

"kusarigama" is best

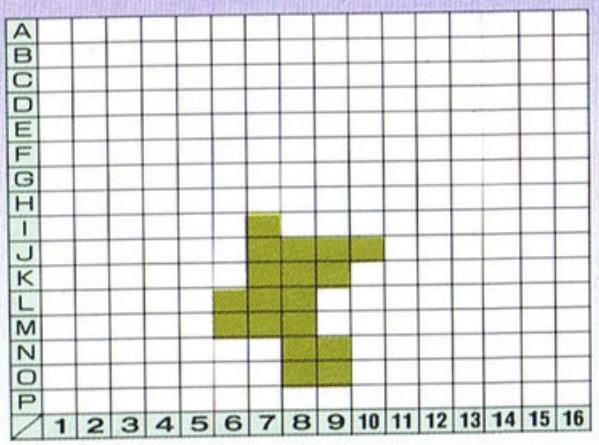
haikou

After taking the mine cart in the Forbidden Ruins, you have to switch the track points. Ho wever, switching these points is quite tricky w ith the timing, and there are probably quite a few people who ran out of strength while it was spinning. As mentioned above, the points are switched with a weapon, and the one that works best is the kusarigama. If you swing it j ust before the point, it will be OK.





Gaia Cave · Grance's Airship



Objective: Exit Gaia Cave

Once you obtain the mithril equipment, first make your way out of Gaia Cave. After exiting the cave, you will reunite with Bogard. This time you will form a party with Bogard and head north.

Chase after Julius's airship!!

Shortcut Route	N9 O9 O8 N8 M8 M7 M6 L6 L7 L8 K8 K9J9J10J9J8K8K7J717
Items & magic obtainable along the route	None

ENTRANCE Ancient monsters turned into fossils formed

Gaia Cave

[N9]

BOSS

None

Strongest equipment		
	Weapons	Mithril Blade
	Helmet	Iron Helmet
	Armor	Mithril Armor
	Shield	Mithril Shield

No healing source	
Minimum Required Passage Item	
Mattock	Key
0	0

Items and magic obtainable

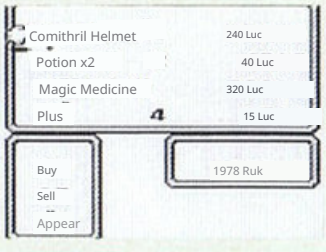
None

After exiting Gaia Cave... The protagonist, equipped with mithril items, entered Gaia Cave. The interior of the cave was surprisingly small and was passed through quickly. Then, an old man called Bogard called out from behind! It seems Bogard had been investigating the whereabouts of the airship.

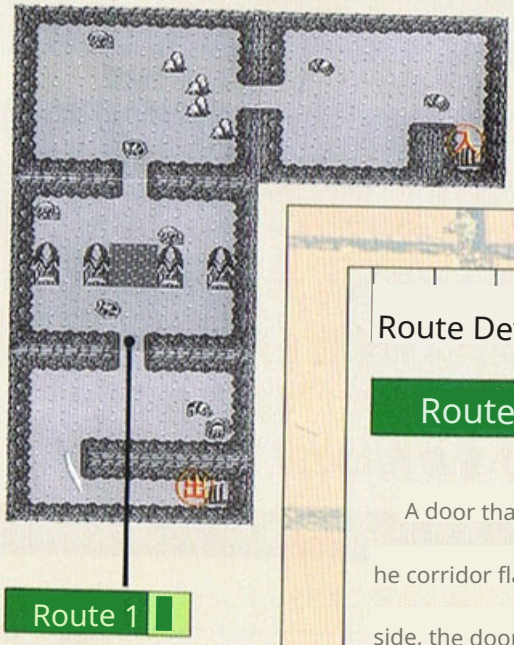
★On the way to the lakeside

There are an inn and an item shop

There is an airship moored along the lakeside, and on the way there are an inn and an item shop.



Dungeon MAP



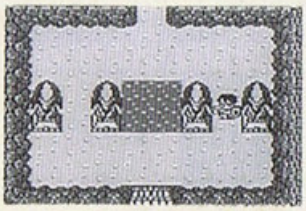
Appearing monsters: Mimic
Luster
Tarantula

B1F

Route Development

Route 1 Open the door that suddenly closes

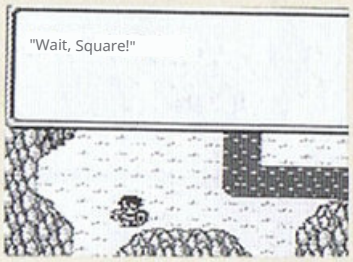
A door that suddenly closes. Here, if you go up t he corridor flanked by four statues from the lower side, the door opens. Then, backtracking will work.



Story development

Story 1 Reunion with Bogard

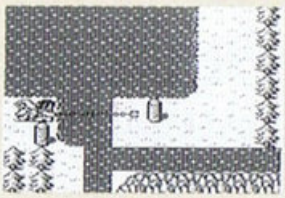
After exiting Gaia Cave, a familiar voice called out . It was Bogard. According to Bogard, the airship is a nchored at the northern lake for resupply. Hurry!!



Field: [Gaia Cave — Grance's Airship]

"Field 1 Use weapon special effects to move

To reach the airship, cut down the tree with the battle axe It is necessary to move using the chain flail. Just a little more.



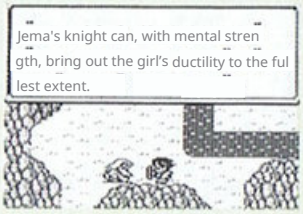
Appearing monsters

Desk Crab, Werewolf, Sahuagin, Porcupine, Mandrake, Gas Cloud

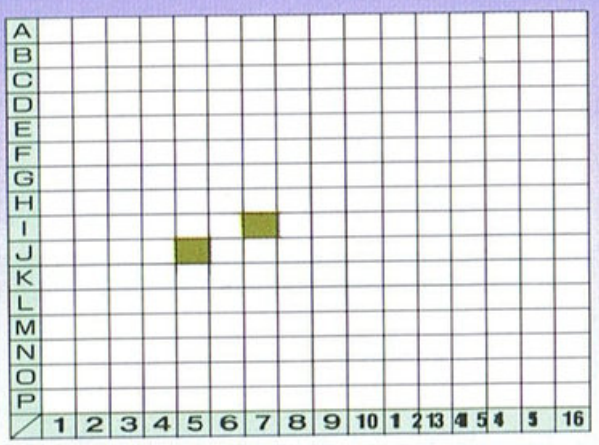
★Bogard's Consultation Command

Consult Bogard

He will tell you about the we apon's MAX attack.



Grance's airship Menos Village



Objective: Receive the pendant from the girl

Board the airship with Bogard

Once you board/enter,

While clearing various traps

Julius's background from the crew

Let's find out. And the captive

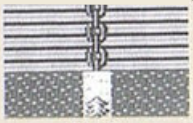
Do whatever it takes to find the girl!

Shortcut Route: I7▶J5

Items and magic obtainable within the route

Mana Pendant

ENTRANCE Julius takes overall command



【I7】

Granc's Airship

BOSS: None

Best equipment

Weapons	Mithril Blade
Helmet Armor Shield	Mithril Helmet
	Mithril Armor
	Mithril Shield

Recovery: Source Recovery bed ×

Minimum required pass items: Mattock

	Key
0	2

Items and magic obtainable

Pendant of Mana

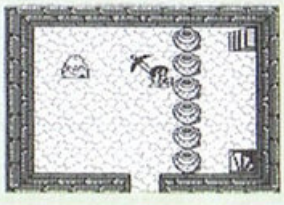
The infiltration of the airship succeeded, but....

The protagonist and Bogard, having successfully infiltrated the airship, disguise themselves as crew members and search the interior.

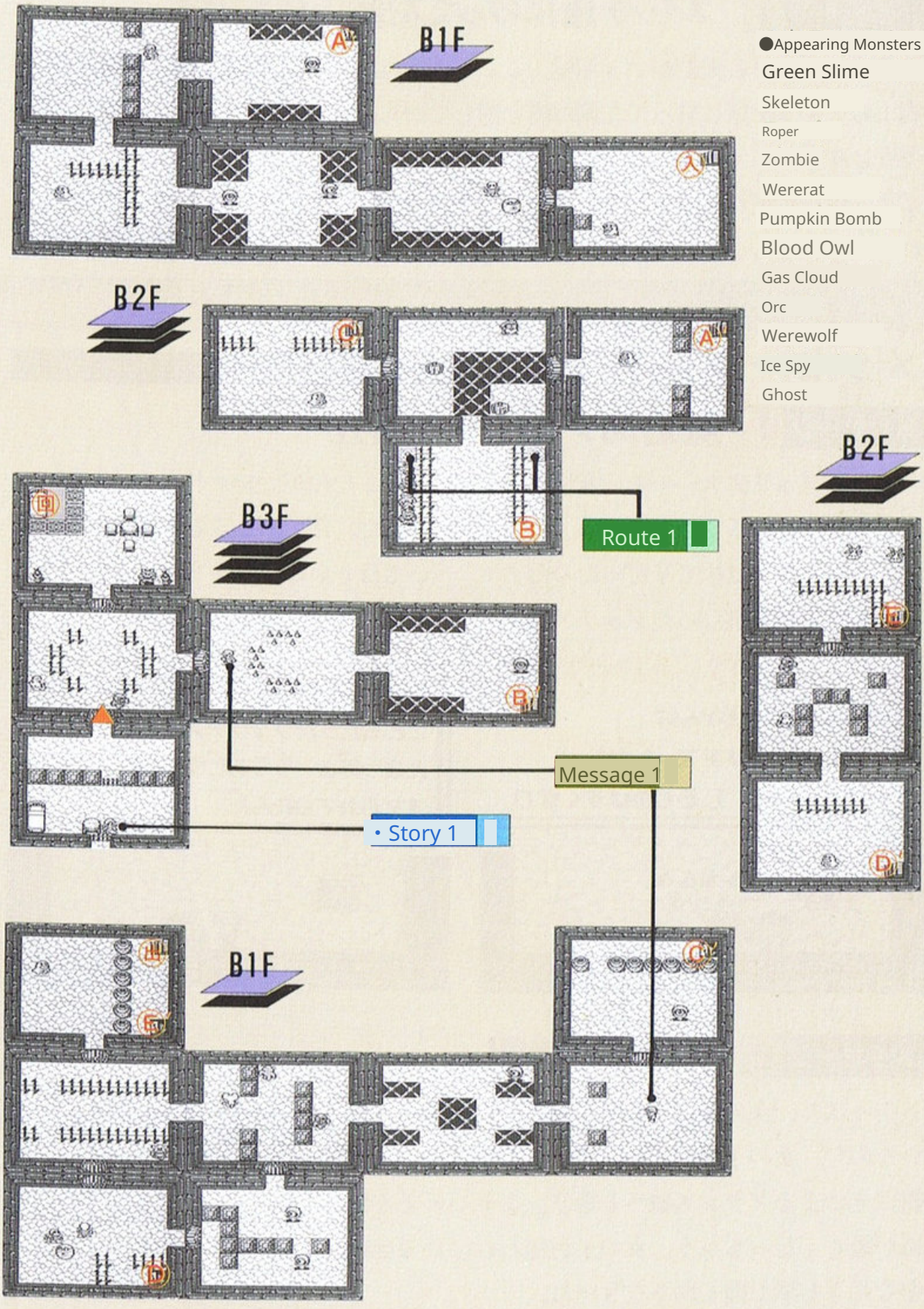
However, time passes moment by moment and the airship's engine starts!

Hurry, we must rescue the girl quickly!!

★Use the mattock to take a shortcut A room with jars lined up vertically. Here, break the jars with the mattock and proceed up the stairs, and you can considerably shorten the route. Well, if you go all the way around, you can still come out from the lower descending stairs.



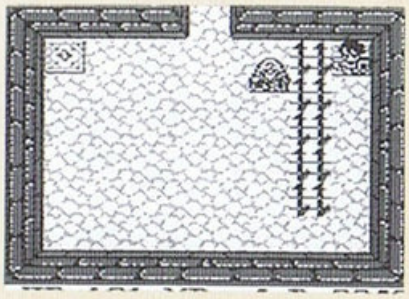
Dungeon MAP


B1F
B2F
B3F
B2F
B1F
Route 1
Message 1
• Story 1
●Appearing Monsters
Green Slime
Skeleton
Roper
Zombie
Wererat
Pumpkin Bomb
Blood Owl
Gas Cloud
Orc
Werewolf
Ice Spy
Ghost

Route Development

Route 1: Stand on the switch floor and erase the shelf on the left

Room with a large pack of werewolves. Here, first stan d on the switch floor at the upper right to erase the left s helf, then stand on the switch floor at the upper left. Doi ng so should make the down staircase appear at the low er right. However, with this many werewolves it can be a bit troublesome. Pay attention to remaining HP.

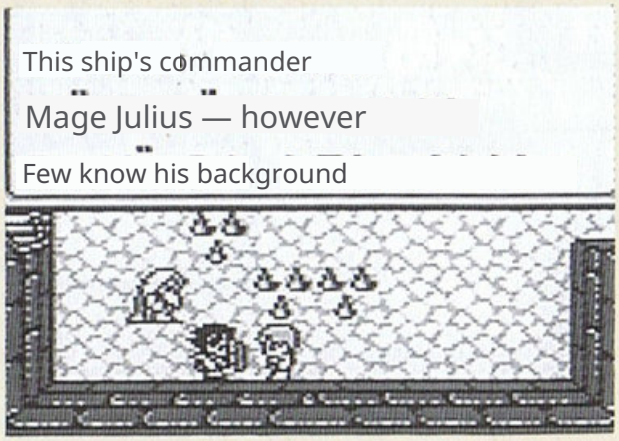


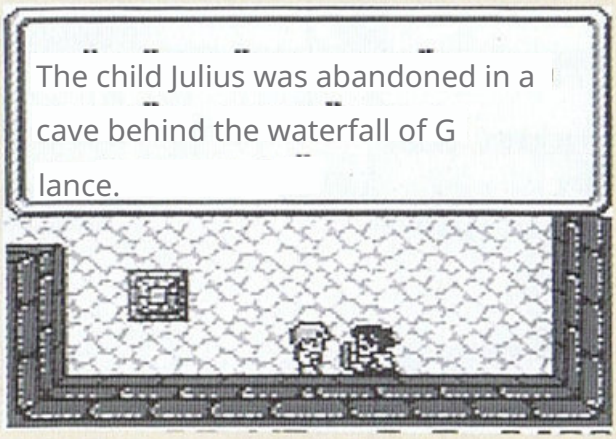
Message Analysis

Message 1 Background of the Mage Julius

Mage Julius — you can learn a little about his background here. Remarka bly, Julius was an abandoned child! Moreover, it was the Shadow Knight who found the child Julius.

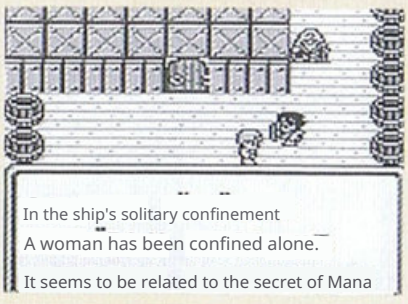
What you should pay the most attenti on to here is the place where Julius w as abandoned. Be sure to remember it.





Message 2 Information about the girl

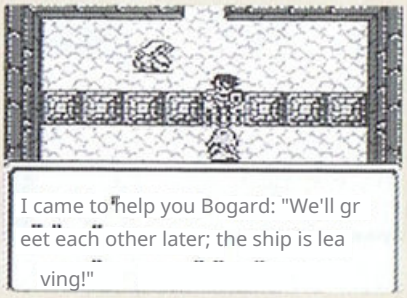
As suspected, the girl was being held captive in side this airship. If we fail to rescue her here, the airship will fly directly to Glance Castle, making th e rescue much more difficult. We must somehow find the cell where the girl is imprisoned as quick ly as possible.



Story development

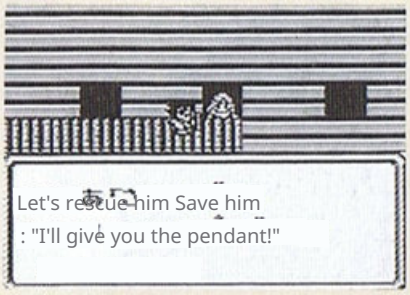
Story 1 Reunion with the girl

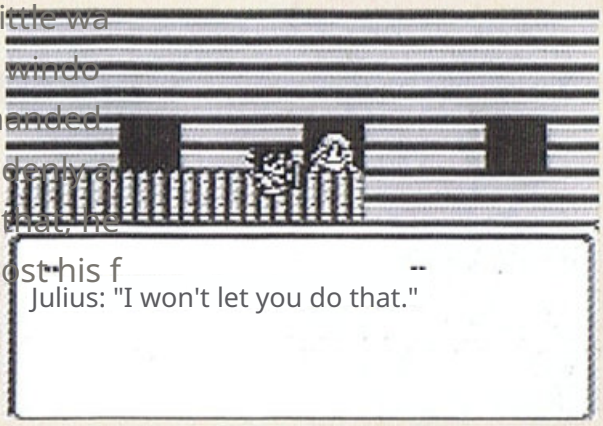
While exploring the ship, which had become like a maze, with Bogard, the protagonist found a cell. And the person inside it was that girl!! Bogard urged the two, who were finally reunited and happy. If they did n't hurry, the ship would depart. The protagonist wen t alone to rescue her through the window—



Story 2 Cornered by Julius

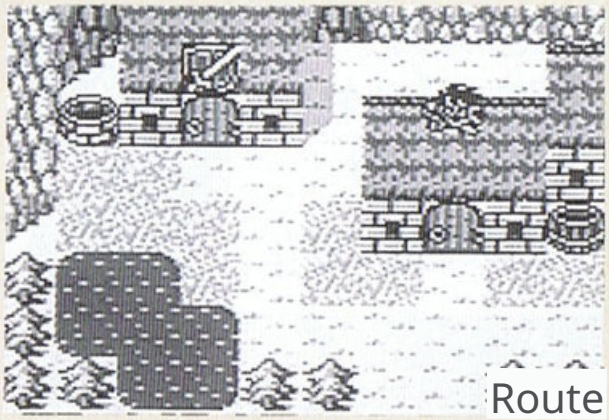
After briefly parting from the girl and Bogard, t he protagonist first climbed upward to get out ont o the deck. Finally reaching the deck, he was stun ned. The airship had already risen into the sky! Ne eding to do something, the protagonist pulled hi mself together and proceeded along the deck tow ard the windowed corridor. After going a little wa y, he saw the girl poking her head out of a windo w. When he reached the window, the girl handed him a pendant. At that moment, Julius suddenly a ppeared. "I won't let you do that." Saying that, he launched a flame attack. The protagonist lost his f ooting!!



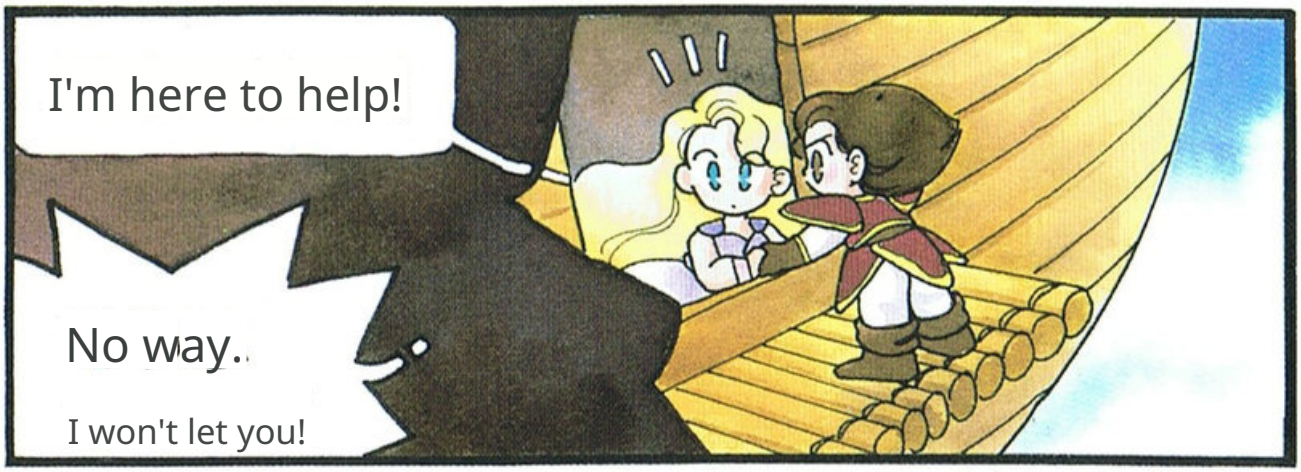


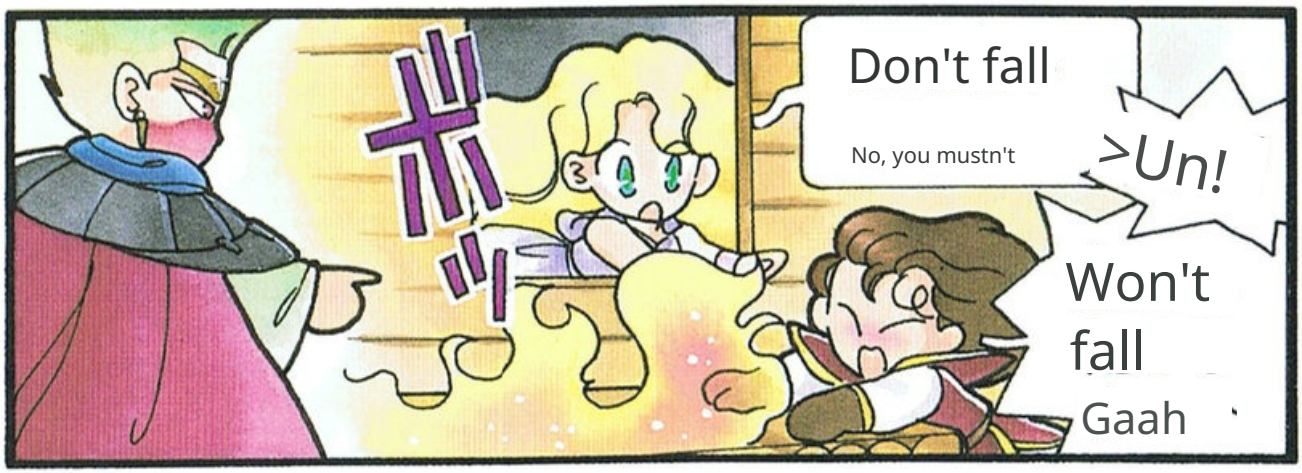
Story 3 Thrown from the airship and sent to Menos Village

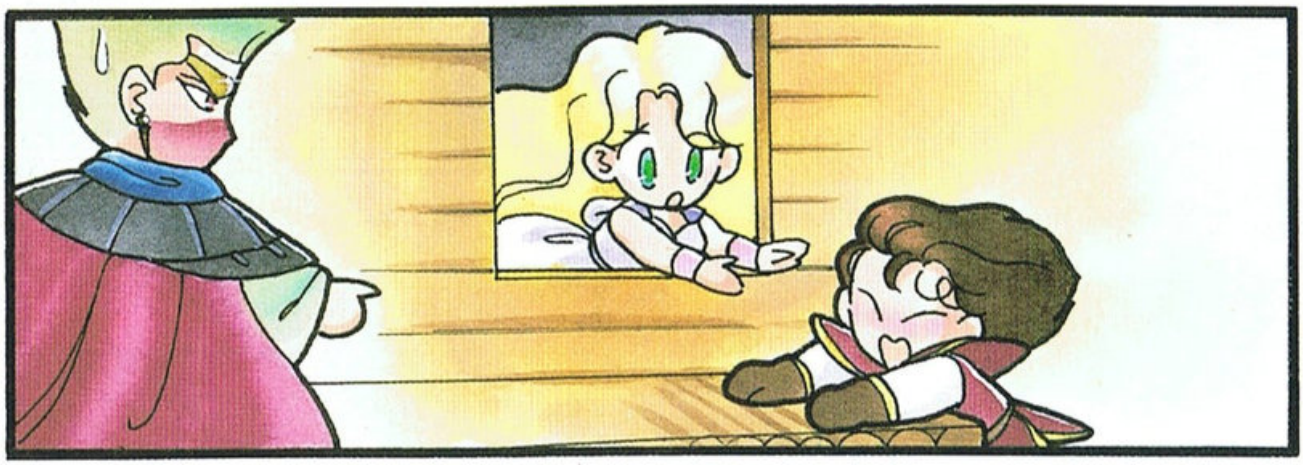
"Don't fall!" The girl's cry was in vain; t he protagonist loses consciousness an d falls from the airship. Then—boom!! —they land on the roof of a house in a certain village. Luckily, the roof seems t o have acted as a cushion. As consciou sness fades, the protagonist hears a fa miliar voice calling their name, but...

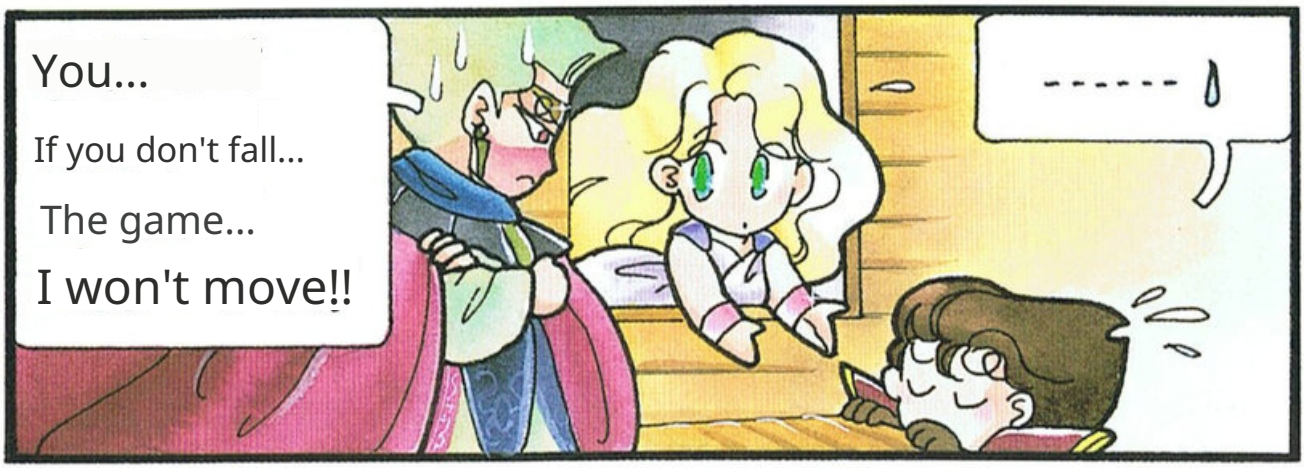


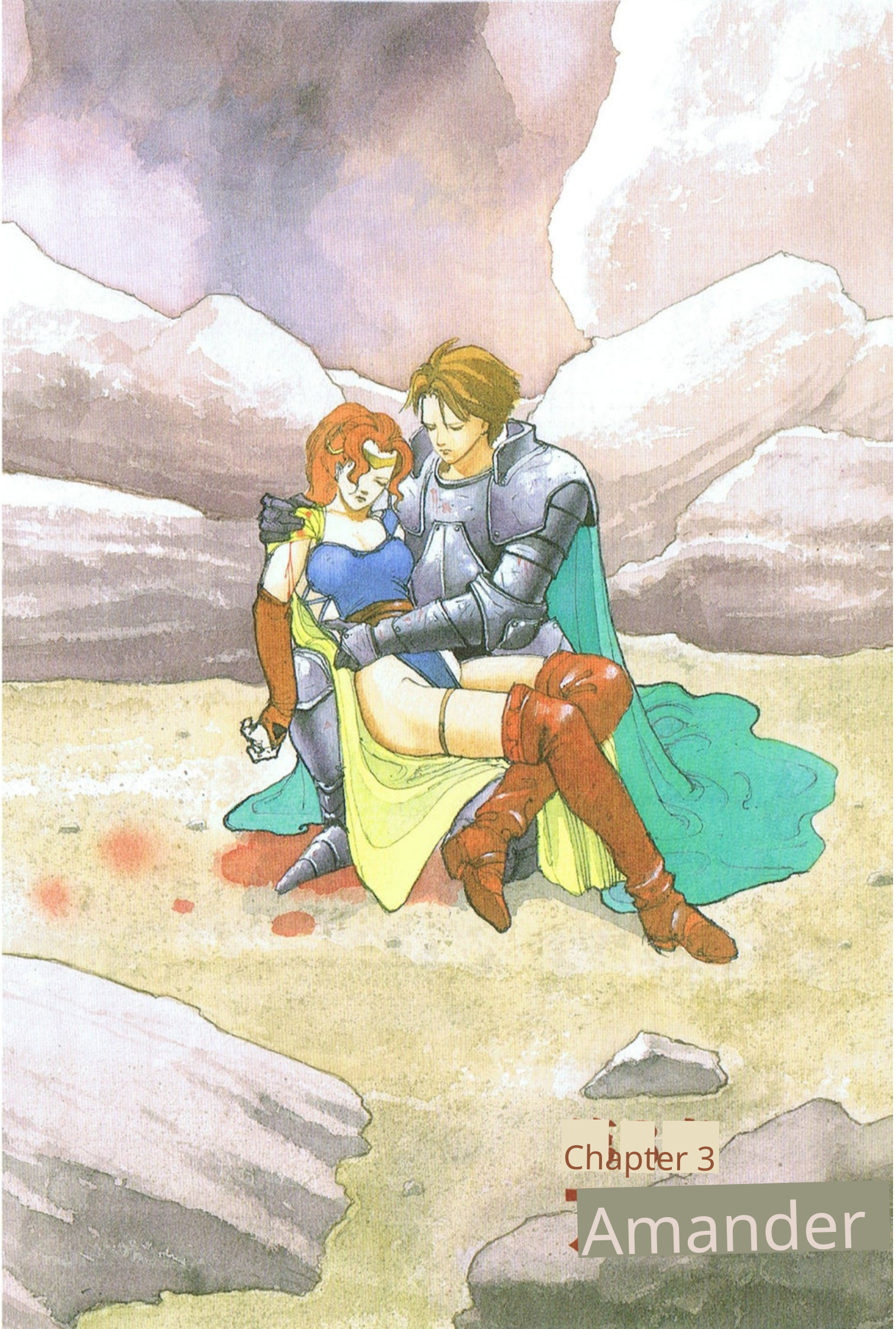
Route


I'm here to help!
No way..
I won't let you!


Don't fall
No, you mustn't
>Un!
Won't fall
Gaah



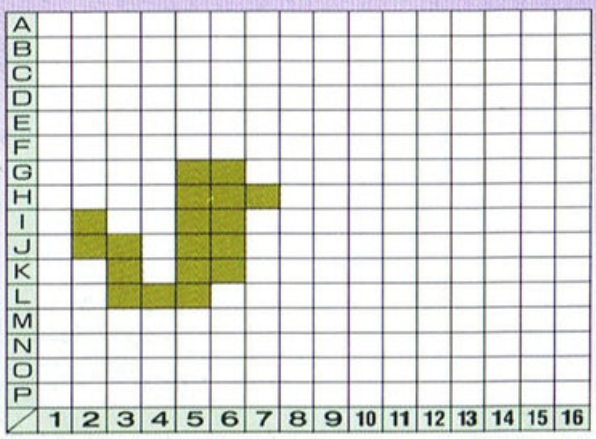

You...
If you don't fall...
The game...
I won't move!!
------!



Chapter 3

Amander

Menos Village · Jad Town



Objective: Hatch the Chocobo and then pursue Amanda

In Menos Village, for now devote yourself to gathering information. Amanda's story, her younger brother Lester's story, the Chocobo's story, the Blizzard story...

Once you've gathered that much information, Let's head to the Chocobo Forest right away.

Shortcut J5 K5 L5 K5 K6 J6 16 15 H5 G5 G6 H6 H7 H6 G6 G5 H5 15 16☒

Route J6K6K5L5L4L3K3J3J212

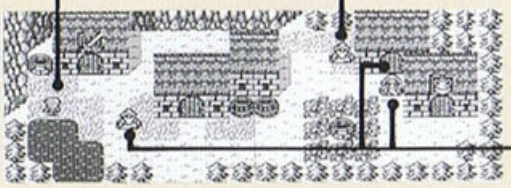
Items & magic obtainable along the route	None

ENTRANCE A peaceful village nestled in the valley

[J5]

Menos Village

Message 1 Message 2



Shop Guide

Inn	0 shops	0 R

Weapons & Armor Shop		Item Shop	
Merchandise	Price (R)	Product	Price (R)
Windspear	1150	Hi-Potion	150
		Dokukeshi	30
		Eye Drops	60
		Gold Needle	90
		Mole's Whisker	120
		Key	15
		Matok	60

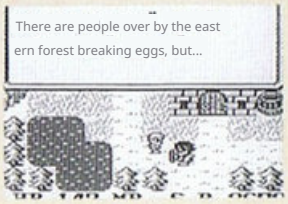
Message 3

My pendant was stolen!!

The protagonist, having been thrown from Glance's airship, smashed through the roof of a house in Menos Village. Although the roof acted as a cushion and saved their life, the protagonist lost consciousness and had their pendant stolen by an old acquaintance. I have to go get it back.

Message Analysis

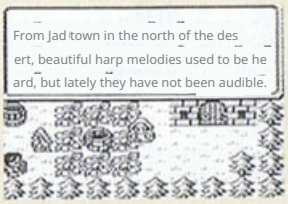
Message 1 Chocobo Rumors

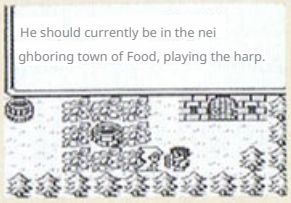


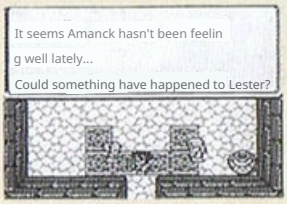
When you talk about Chocobos, they're those prized riding birds. There's a r umor that their eggs are in the northern forest. We should go check it out.

Message 2 Amanda and Lester of the neighboring town Jad

Putting the four messages together, Aman da has a younger brother named Lester who plays the harp in the town of Jad to the north of the desert. However, recently something s eems to have happened — the melody of the harp can't be heard and Amanda seems dow n. Moreover, she hurriedly left the village this morning, so something is likely going on.

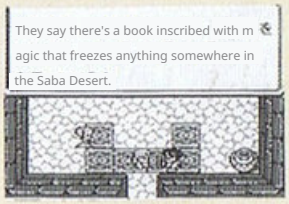






Message 3 A book of magic that freezes anything

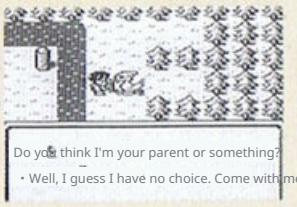
A book that records magic that freezes anything... This is precisely t he Book of Blizzard. We must find it before leaving the desert.



Field

[Menos Village — Chocobo Forest]

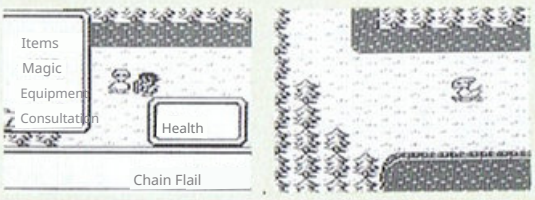
Field 1 Hatch the chocobo eggs.



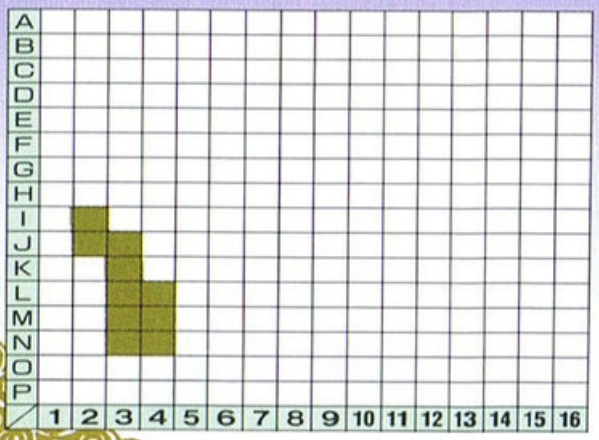
When you go to the N orthern Forest, just as ru mored, there is a Chocob o egg... If you collide wit h the egg, it hatches and follows the protagonist. Hah, what a cute thi ng. Appearing monster s: Porcupine, Mandrake , Sahagin, Gas Cloud, W erewolf, Gulfish

★ Chocobo Consultation Command

Ride the chocobo to move at twice the normal spee d. Also, invincible.



Jad Town Sand Labyrinth



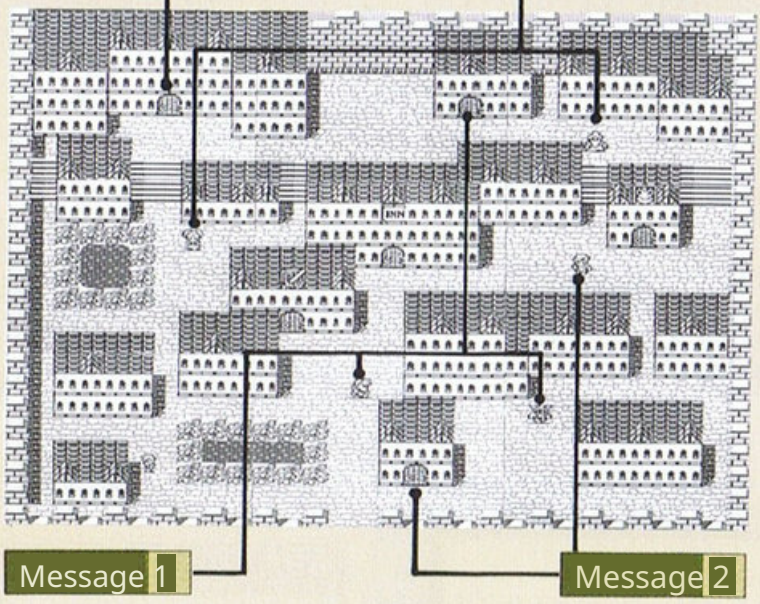
Objective: Pursue Amanda and find how to enter the Sand Labyrinth. When you arrive in Jad, go to Devias Manor and question them about Amanda's whereabouts. You can also learn here how to enter the Sand Labyrinth. Shortcut: 12 J2 J3 K3 L3-L4 M4 Route N4 N3 M3

Items & magic obtainable along the route
: Fang

ENTRANCE: A vast city existing within the desert

【I2】

Jad Town



The shadow boss of Jado Town is Debias

The protagonist arrived in Jado riding a chocobo.

According to the townspeople, Debias seems to be the boss here.

Shop Guide

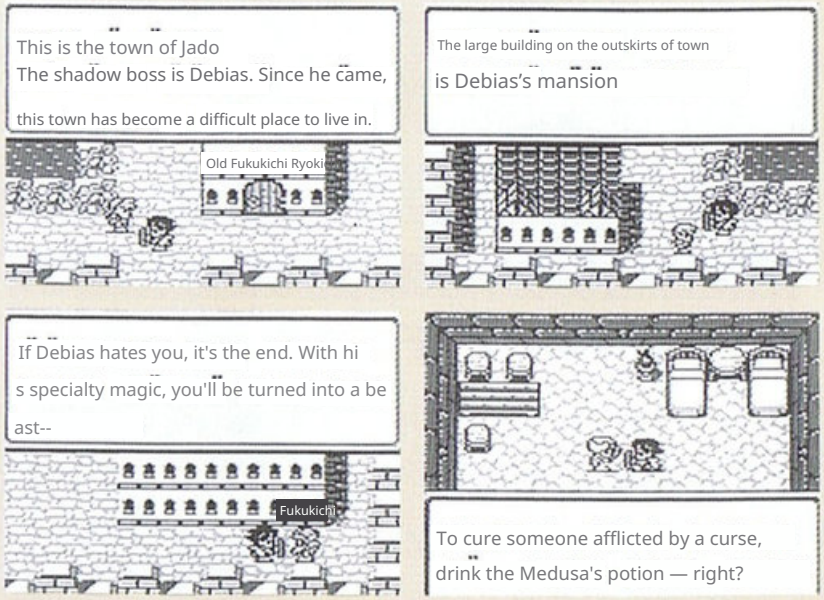
Inn	1 building	10 R

Weapon & Armor Shop	
Goods	Price (R)
Golden Helmet	683
Golden Shield	920
Golden Armor	1300

Item Shop	
Goods	Price (R)
Hi-Potion	160
Dokukeshi	30
Eye Drops	60
Gold Needle	90
Mole's Whisker	120
Key	15
Matok	60

Message Analysis

Message 1 Debias and his mother Medusa


This is the town of Jado
The shadow boss is Debias. Since he came,
this town has become a difficult place to live in.
Old Fukukichi Ryoki
The large building on the outskirts of town
is Debias's mansion
If Debias hates you, it's the end. With hi
s specialty magic, you'll be turned into a be
ast--
Fukukichi
To cure someone afflicted by a curse,
drink the Medusa's potion — right?

Debias is the shadow boss of this town. And if Debias dislikes you, you'll be transformed into a beast by magic. However, it seems that if someone under Debias's magic is given the blood of Debias's mother, Medusa, they can be restored. For now, we should try to meet Debias.

Message 2 Sand Labyrinth = How to enter the Oasis Cave

They say there's an entrance to th
e oasis in the desert...
It seems there's a trick to getting in.
Yes
No
How to enter the Oasis Cave? Hmm...
Actually it's supposed to be a secret, but if y
ou give me a fang I might tell you.

Hideous

Debias hated the ugliness of his mother Medusa and apparently locked her away in a cave whose entrance is said to be at a desert oasis. If someone has been cursed...

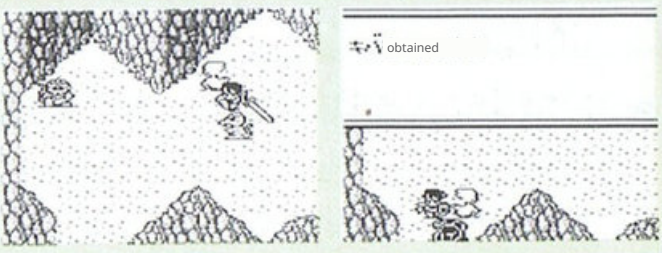
In other words, if you want to restore someone who was turned into a beast, you need to enter this cave and obtain Medusa's blood. But it seems there's a certain trick to entering this cave. Some people know that trick, but if you talk to them they demand a fang as the price to teach it. So first you need to obtain a "fang."

★The desert monsters drop the "Kiba"

"Kiba" is carried by desert monsters.

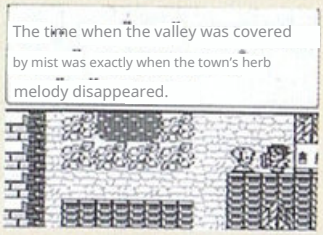
I'll tell you straight. It's the Saurus. However, this "Kiba" is an extremely rare item, and few of the Saurus even carry it.

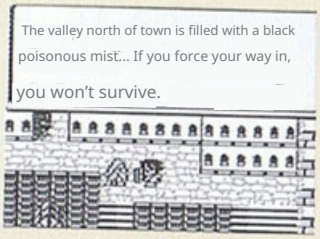
Don't be discouraged by "Skak!"—patiently keep looking.



Message 3 Valley of Poisonous Mist Where Death Looms

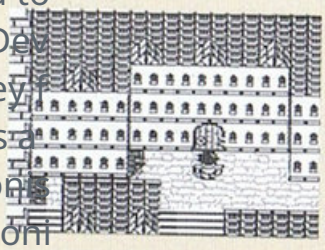
When it comes to the harp, it's Lester. Which means the Valley of Poisonous Mist north of town To get through it, you have to find t he missing Lester.

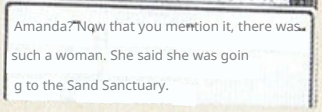




Story development

Story 1: Devias, the "Shadow Boss" of Jad Town After talkin g with the people of Jad Town, the protagonist decided to go to the large manor on the outskirts of town to meet Dev ias. Going inside and passing through several rooms, they f ound Devias sprawled in a gigantic chair. Beside him was a parrot... When you approach, it turns toward the protagoni t and seems eager to say something—. When the protagoni st asks Devias about Amanda, he says she went alone int o he Sand Maze. Why would she go alone into a maze so dan gerous that one could not come out alive!?





Field

[Jado Town Sand Maze]

Field 1: Grasp the "trick" to open the dungeon entrance If you give Kiba to that kid Jad, he will give the hint "palm tree, figure-eight." Combining that with what the townspeople say—that the dungeo n entrance is at the oasis—you should walk around the palm tree i n the picture on the right in a figure-eight pattern. See, the entranc e opened! Monsters that appear: Basilisk, Death Scorpion, Jed

★Recover your HP at the field inn before entering the Sand Labyrinth

To the east of the Sand Labyrinth, there is an inn on the field.

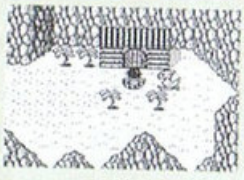
Battles inside the labyrinth

shrewd

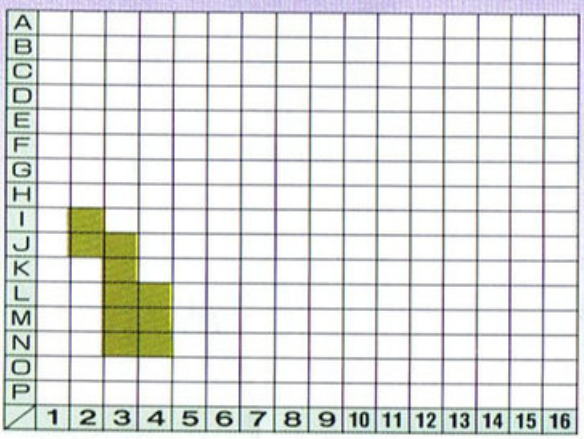
...is bound to become fierce, so

Hit Points Magic Points

Let's recover HP and MP here.



Sand Labyrinth ▶ Jado Town (Devias Mansion)



Purpose: Obtain the blood of Blizzard and Medusa

In the Sand Labyrinth, there is something very important

Items and magic lie dormant.

Medusa's Blood and Blizzard.

In particular, Blizzard can be obtained automatically

It's not magic, so don't forget to pick it up...

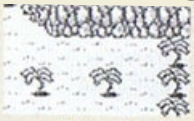
Without this, you won't be able to clear the labyrinth.

Shortcut Route: M3▶N3▶N4▶M4▶L4▶L3▶K3▶J3▶J2▶I2

Items and magic obtainable along the route

Golden Armor, Blizzard, Medusa's Blood

ENTRANCE Wrapped in sadness and anger



[M3]

Sand Labyrinth

BOSS: Medusa

Strongest equipment	
Weapons	Wind Spear
Bag	Golden Helmet
Armor	Golden Armor
Shield	Golden Shield

Recovery Source: Healing Spring ×1

Minimum required passing item	
Mattock Key	
2	2

Items and magic obtainable

Golden Armor
Blizzard
Medusa's Blood

To the Sand Labyrinth via hidden entrance

The protagonist gave Kiba to that boy and was taught the trick for entering the Sand Labyrinth

The prince. As soon as he tried that trick at the oasis he found a dark hole in the rocky mountain...

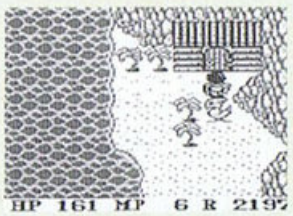
Amanda must be inside the labyrinth.

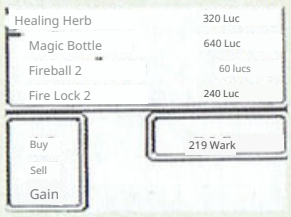
★ The field shop

"Magic Bottle" and "Fire Lock"

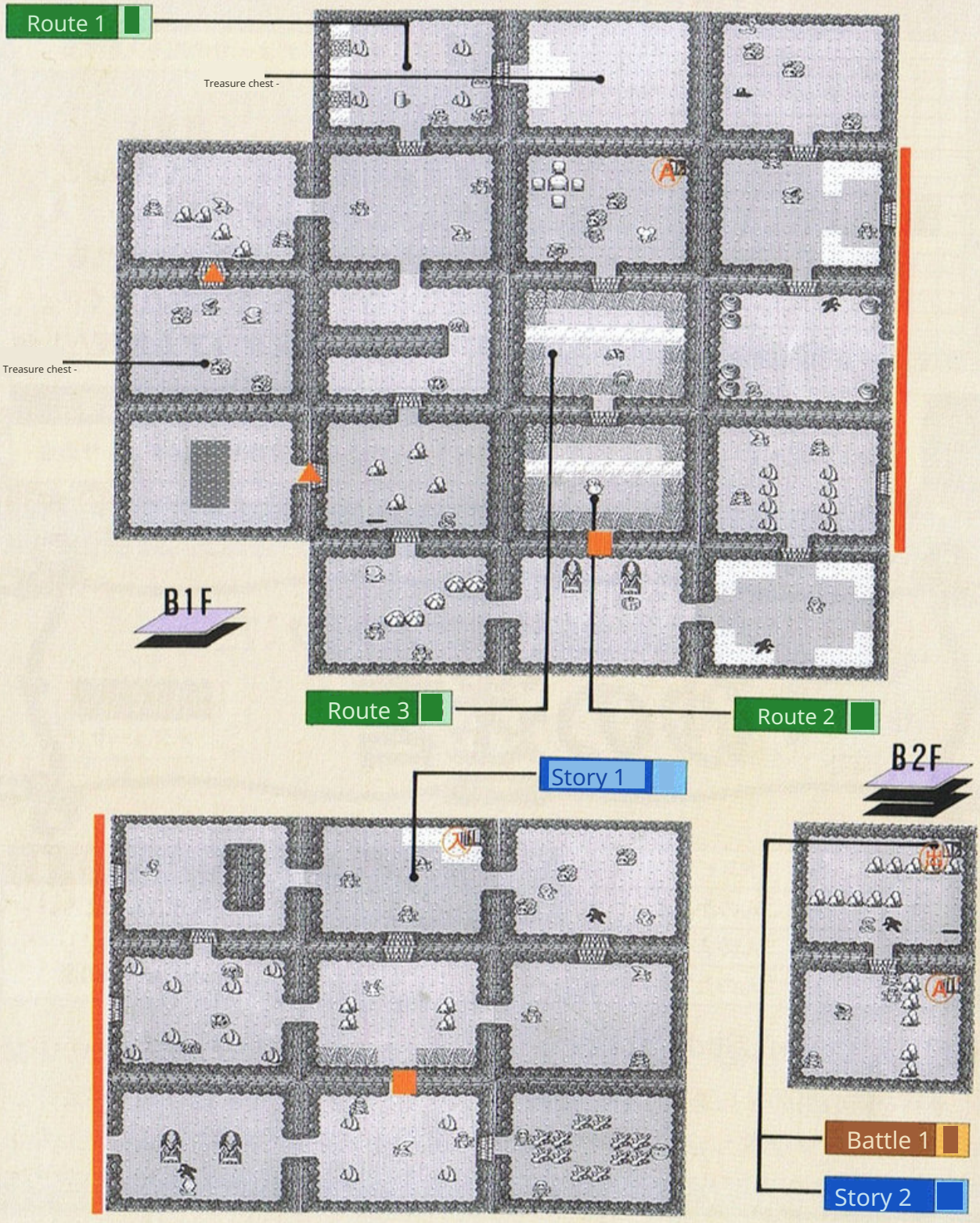
At the tool shop southwest of Jad Town, powerful items are sold in abundance.

Be sure to get the Magic Bottle in particular.





Dungeon MAP

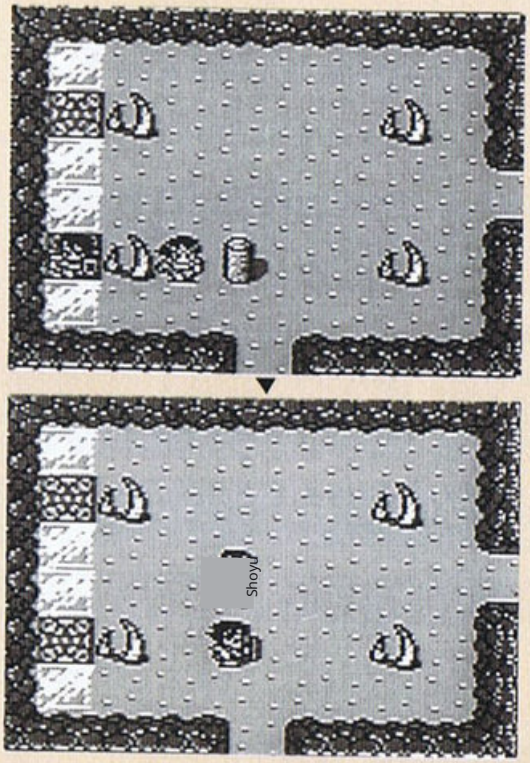


● Appearing Monsters

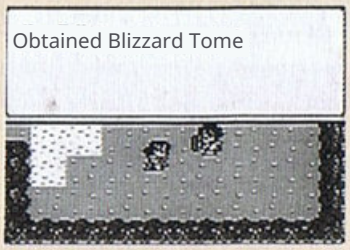
Pakunto Lizard (Pakkun Lizard), Mummy, Cobra, Shadow Zero, Green Slime, Skeleton, Roper, Mimic, Luster, Pumpkin Bomb, Wererat, Zombie

Route Development

Route 1 Move from the lower switch floor using a chain flail



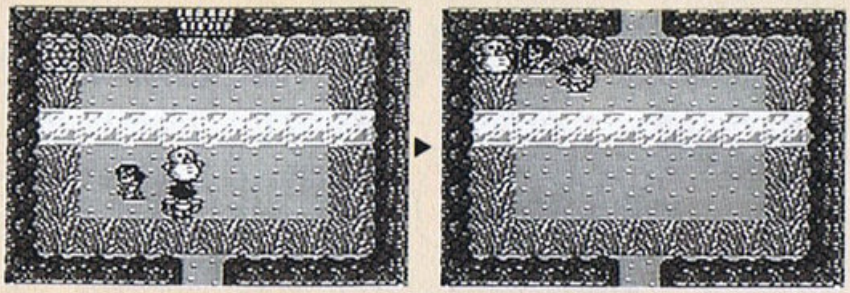
This is a puzzle room that combines two switch floors and sliding floors. If you step on the lower switch floor, the right door wil l open, but if you then slide upward and lan d on the upper switch floor, the door that o pened will close again. So pay attention to t he stake in front of the lower switch floor. I f you wrap the chain flail around that stake and move, see—the door stays open. Open



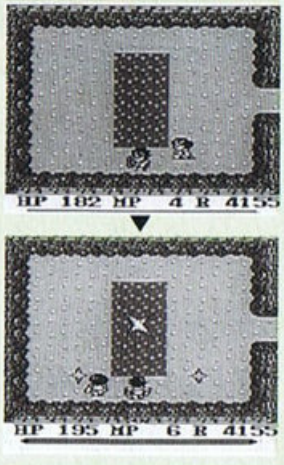
If you go through th e opened door to th e right room, you ca n get Blizzard. Nice!

Route 2 Place a snowman on the switch floor to open the door

The sliding floors exte nd left and right in the r oom, with a switch floor at the upper left and one snowman. This puzzle ro om serves as practice for the next room's puzzle. T he method is very simple. Push the snowman so th at it lands on the switch fl oor, and the door will ope n. However, if you accide ntally attack the snowma n, it will be destroyed co mpletely. Be careful.



★ Restore HP at the Healing Sprin g There is also a Healing Spring in this sand maze. Stand beneath t he vertically shaped spring and m ove the protagonist upward to full y restore HP and MP. This spring is also relatively close to the valley w here the Medusa is, so you will defi nitely want to use it. Check its locat ion on the dungeon map.

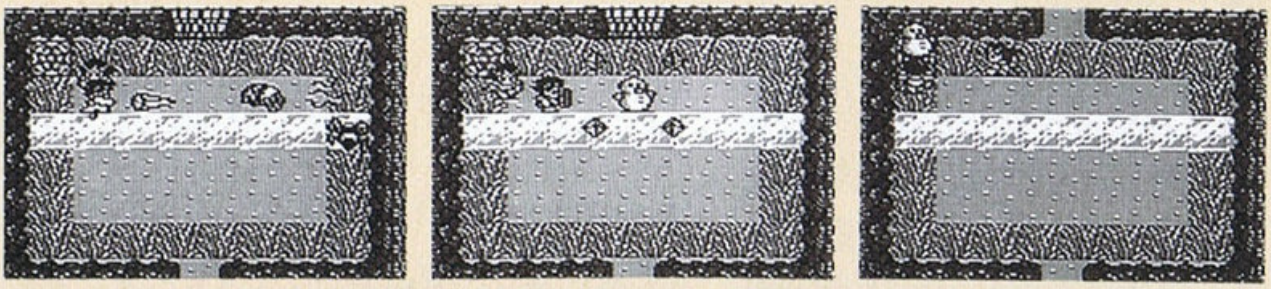


Route 3 Turn an enemy into a snowman with Blizzard

Place it on the switch floor

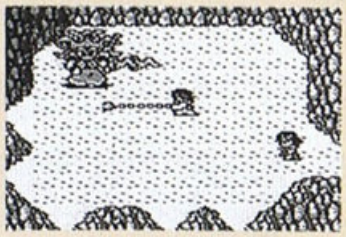
The room is exactly like the nearby puzzle room. The difference is that instead of a snowman, there is an enemy. In that case, just turn the enemy into a snowman.

Use the Blizzard magic you just obtained right away. You only need to hit the enemy with an icicle.



Combat & Strategy

Battle 1 Battle with Medusa



monster ugo

Medusa is a terrifying monster. Countless writhing snakes on her head

snake

Numerous snakes fly toward the protagonist, and moreover

snake

those snakes have the petrification ability. Well

If you are turned to stone, consult Amanda (see P67)

snake

It'll somehow work out, though. While skillfully keeping the snakes away

Attack with Wind Spear and Fire.

● Technical data

- ■ Max HP 944
- ● Attack / 78
- ● Defense / 50-8
- ● Luck / 70
- ● Experience / 85
- ●Item/-

Best Weapon	Wind Spear
Best Magic	Fire

徴

A terrifying monster with countless snakes writhing on its head. The snakes, one by one

sickle

raises its scythe-like head and becomes aggressive

ikaku

Let out a hissing warning sound

sei

... It can also petrify its victims.

Story development

Story 1 Reunion with Amanda

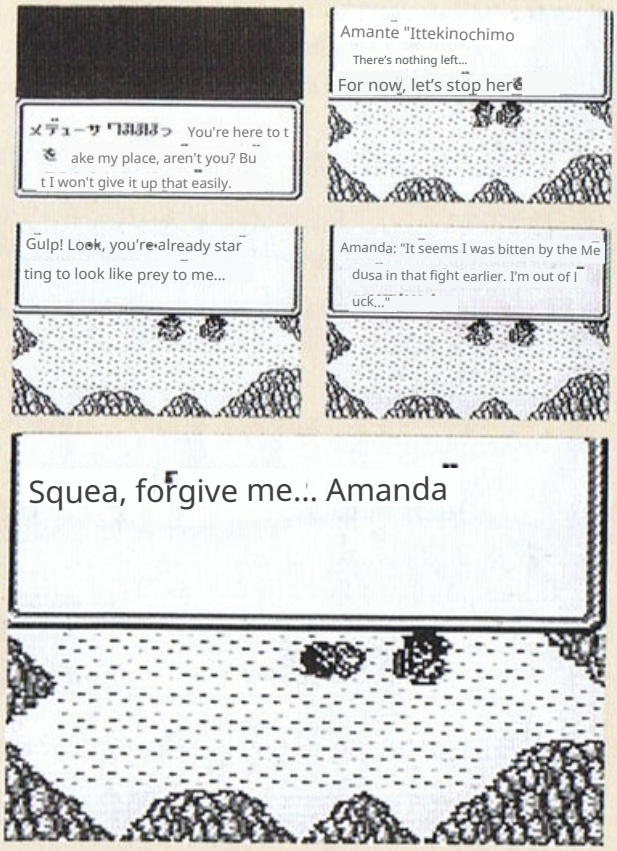
Amanda. When que stioned, she confesses that Debias took her younger brother host age. As expected, Med yu

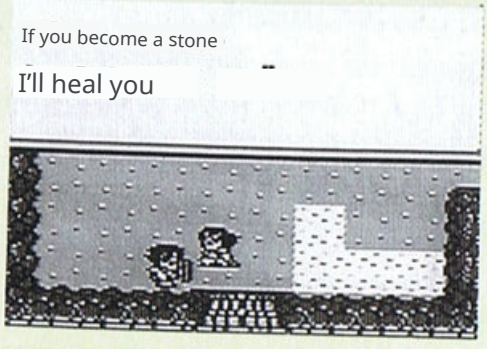
Square: "Aman!
You stole the pendant, didn't you!
Amanda: "I'm sorry, Squea
Devious took my younger brother hostage,
so I had no choice but to do it."

It seems that Sa's blood is needed.

Story 2 Sad Farewell with Amanda

Just when they thought they had d efeated the Medusa, that eerie voice c ame from afar... "Hohoho, you've co me to take my life's blood, but I won't give it to you so easily." —!! In a panic , they searched the area, only to find n ot a single drop of blood left!! The pro tagonist, resigned, was about to ask Devias how to restore Lester, but... at that moment, suddenly, Amanda beg an to suffer. She had been bitten by th e Medusa during the battle!! Amanda said, "Kill me... and feed my blood to t he parrot..." The protagonist said fare well to Amanda amid his anguish.

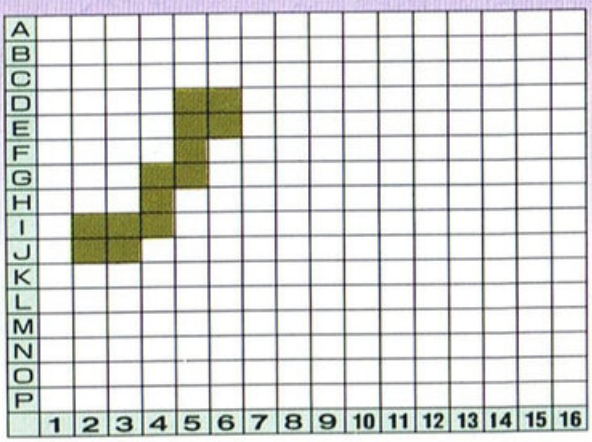

You're here to t
ake my place, aren't you? Bu
t I won't give it up that easily.
Amante "Ittekinochimo
There's nothing left...
For now, let's stop here
Gulp! Look, you're already star
ting to look like prey to me...
Amanda: "It seems I was bitten by the Me
dusa in that fight earlier. I'm out of l
uck..."
Squea, forgive me... Amanda



★ Amanda's "Consult" Command

If you use the "Consult" command on Amanda, she will restore a body that has been turned to stone. Th e Sand Labyrinth is full of monsters with petrification abilities, starting with Medusa, so she's extremely he lpful. Moreover, Amanda is an expert at throwing kni ves. She's an ideal partner to form a party with and fi ght alongside.

Jado Town — Waterfall Cave



Objective: Defeat Devias and clear the valley's poisonous mist

Return to the town of Jad and go to the Devias mansion.

When you arrive, first feed Amanda's blood to the parrot

to restore Lester to his original form.

After that, all that's left is

to defeat Devias!

If you defeat him, Lester will lift the fog.

Shortcut 12 J2 J3 13 14 H4 G4 G5☒
Route F5E5E6D6D5

Items & magic obtainable along the route
Werebuster, Silence

ENTRANCE Filled with hatred and malice

[12]

The Manor of Devias

BOSS
Devias

Best equipment		
	Weapons	Wind Spear
	"Helmet/Armor/Shield	Golden Helmet
		Golden Armor
		Golden Shield

Recovery Source = None	
Minimum required passage items	
Mattock	Key
3	2

Items and magic obtainable
Wear Buster

Storm the Manor of Devias!

The protagonist, having killed Amanda with his own hand and cupped her blood, bears a distinctly tormented look on his face despite there being no other choice... To fulfill his promise to Amanda

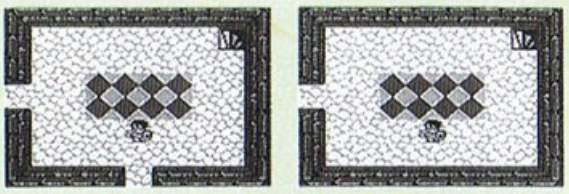
he must now storm the Manor of Devias.

★When you go to another room

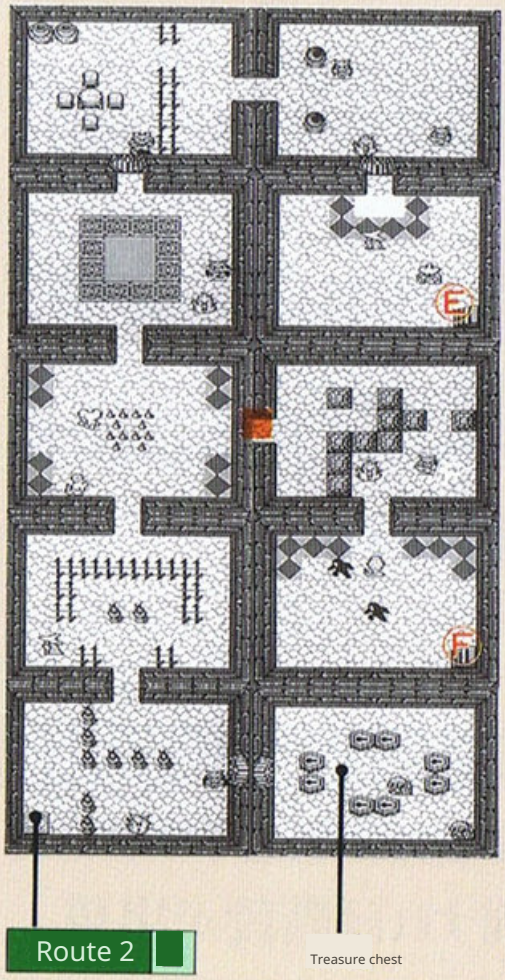
Passages that disappear

Passages that you can normally pass through may disappear when you go to another room

Be careful!



Dungeon MAP



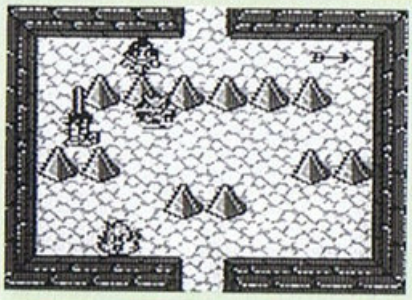
Route 2

Treasure chest

1F

● Appearing Monsters

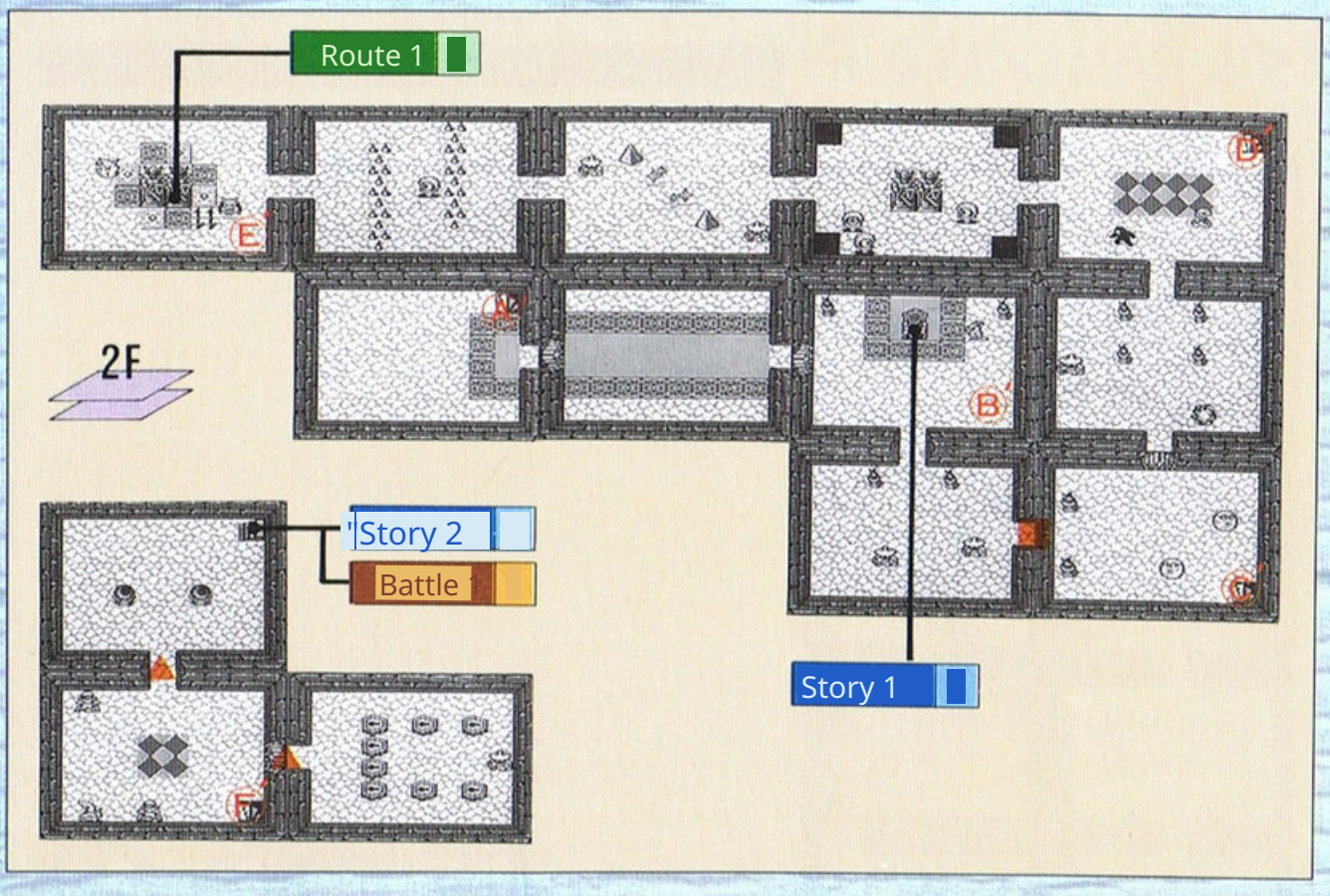
Magician, Red Wisp, Gargoyle,
Pumpkin Bomb, Wererat, Shadow Zero, Cobra,
Ruster, Mummy, Pack Lizard, Ice Spy,
Werewolf, Green Slime



★Against Red Wisp and Gargoyle

counter with the Mithril Blade

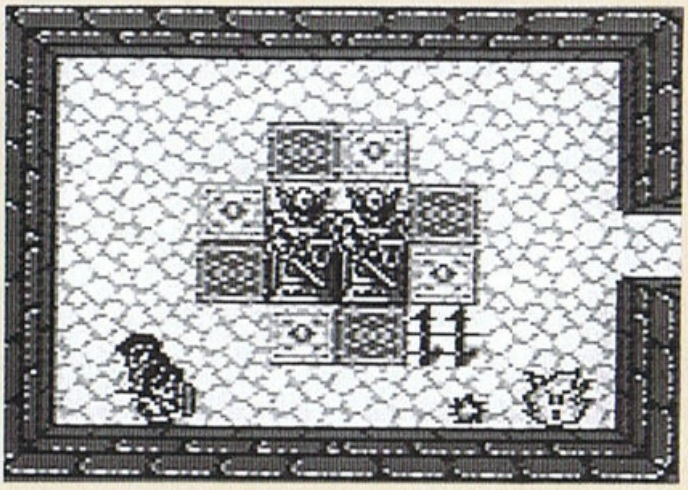
Most weapon attacks are ineffective against the Red Wisps and Gargoyles in the Devias Mansion. However, if you keep using only Fire, your MP will quickly run out. In such cases, use the Mithril Blade. It can steadily deliver effective hits.

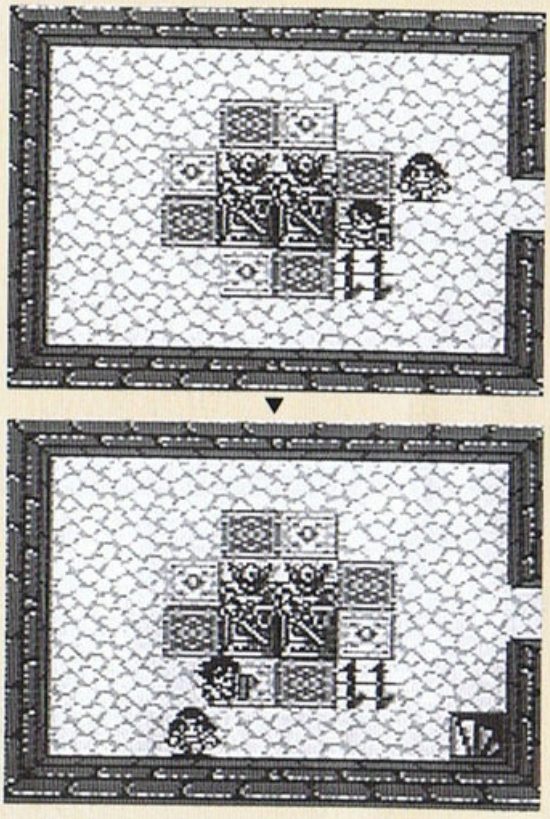


Route Development

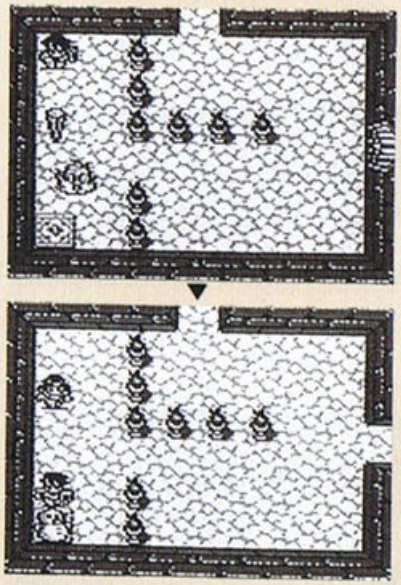
Route 1 If you circle the switch floor once, a staircase will appear

The monsters that appear in this room are Red Wisps and Gargoyles. First, take th em out with Fire or a Mithril Sword. After t hat, make one full circuit of the switch floo r. See? A downward staircase appeared.

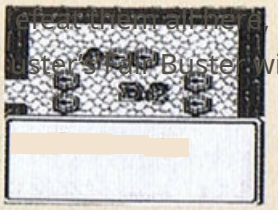




Route 2 Use Blizzard to turn enemies into snowmen and place them on the floor



This puzzle room requires using Blizzard. It's exactly the same method as the Blizzard puzzle room in the Sand Maze : skillfully control the icicles to hit the enemies, then place t he resulting snowmen on the left and right floor switches. However, be careful about where you create the snowmen, because you can end up unable to move them if placed po orly! Entering the opened right door leads to a swarm of Lusters. If you d efeat them all, a treasure chest containing the Wear B uster Star Buster will appear in the center of the room.



Battle Strategy

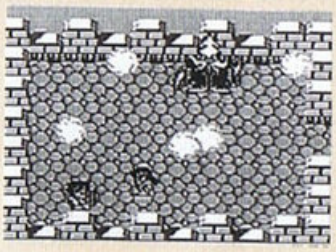
Battle 1 Battle with Devias

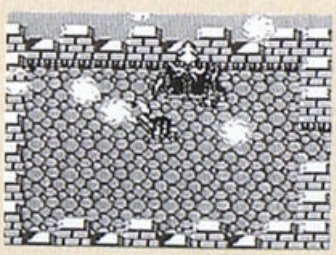
When Devias enters battle, he transforms into Min dflayer. He surrounds his body with intense flames , so first break through those flames and rush into h is flank. Then fight while using Cure to restore HP!

● Technical data

- ●Max HP 1200
- ●Attack Power / 93-73
- ●Defense / 28-1
- ●Luk / 100
- ●Experience / 90
- ●Item/-

Best Wea ポン	Wear Buster
Best Magic	Cure





Special 徴

Mind Flare is a monster evolved fr om a giant squid. It emits a strang e stench from its mouth and freely manipulates searing fireballs.

Story development

Story 1: Make the parrot drink Amanda's blood

Aman, who fell into Debias's trap

and lost his life

D—Devius, I will

never forgive you, but

he was no longer in the room.

The only thing there was

that one parrot.

Yes — this parrot might be

Lester, enchanted by Devius's spell!!

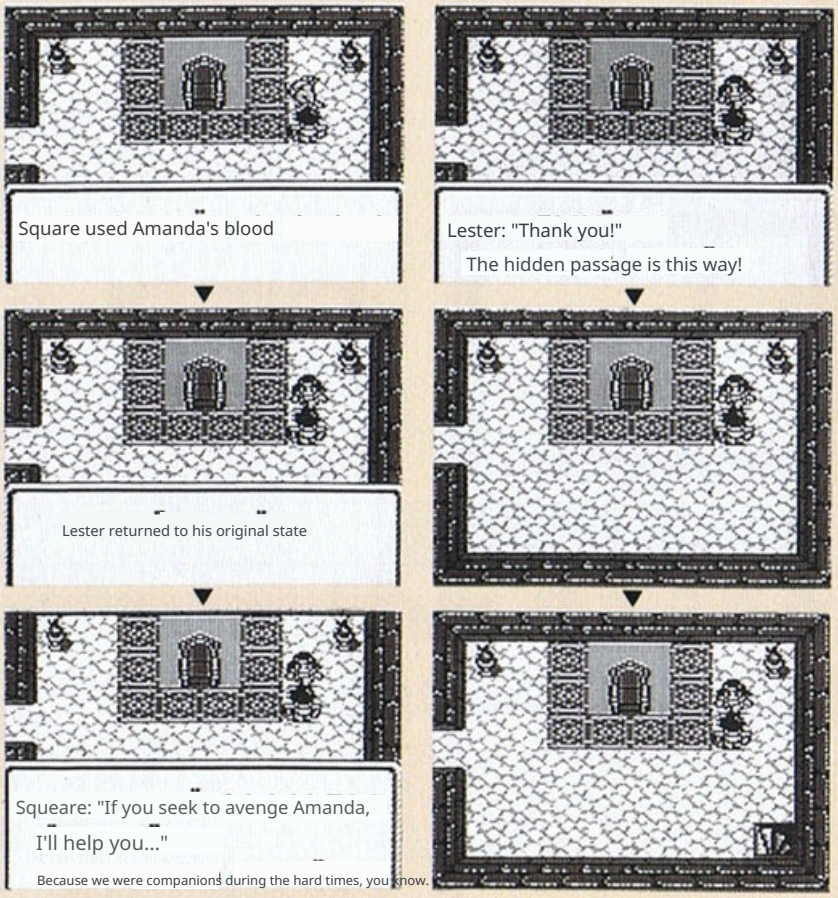
The protagonist hurriedly

made the parrot drink

Amanda's blood.

Then — a long-haired young man

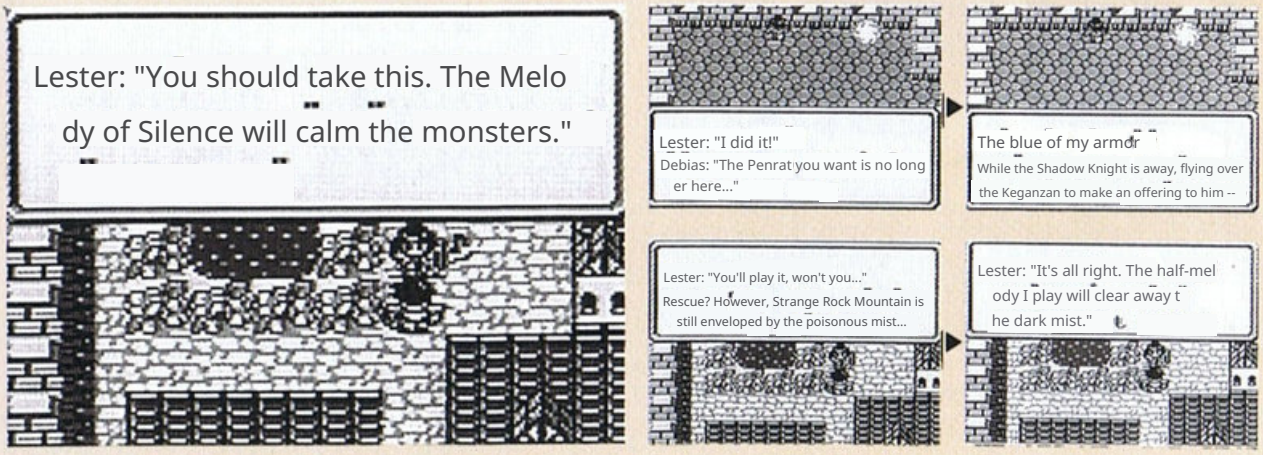
who looked very much like Amanda was revived!!


Square used Amanda's blood
Lester: "Thank you!"
The hidden passage is this way!
Lester returned to his original state
Squeare: "If you seek to avenge Amanda,
I'll help you..."
Because we were companions during the hard times, you know.

Story 2 Rester clears the valley's poisonous mist

The protagonist, having defeated Amanda's enemy, left the manor and returned to the town. He set out again to save the girl. However, the valley leading to the Strange Rock Mountain was shrouded in that poisonous mist.

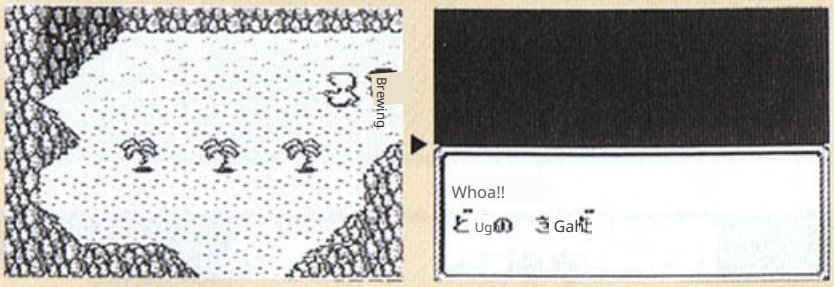
Troubled, the protagonist watched as Lester quietly began to play the harp with a smile. Lester and the protagonist shared a parting handshake, confident that the mist would clear with this.


Lester: "You should take this. The Melody of Silence will calm the monsters."
Lester: "I did it!"
Debias: "The Penrat you want is no longer here..."
The blue of my armor
While the Shadow Knight is away, flying over the Keganzan to make an offering to him --
Lester: "You'll play it, won't you..."
Rescue? However, Strange Rock Mountain is still enveloped by the poisonous mist...
Lester: "It's all right. The half-melody I play will clear away the dark mist."

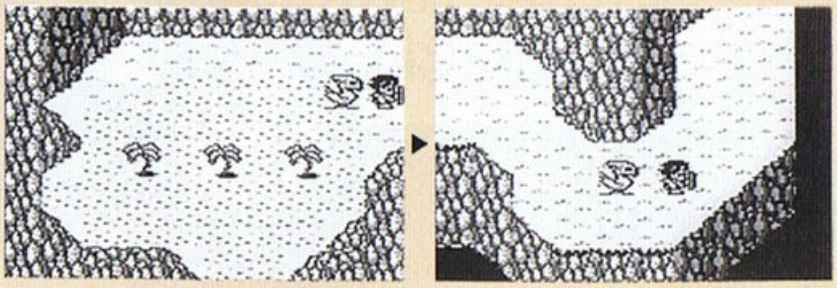
Field [Jado Town — Waterfall Cave]

Field 1: Passing through the valley where the poisonous mist has cleared

ACT 1: When you cannot hear the harp's melody



ACT 2: When you can hear the harp's melody



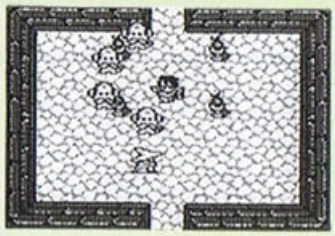
After Lester begins to play the harp, if you head toward the valley that was filled with poisonous mist, the mist will clear just as Lester said, allowing you to proceed further into the valley. When Lester was turned into a parrot, if you tried to enter that poisonous mist your whole body would be poisoned and your HP would steadily drop. Good thing that's over.

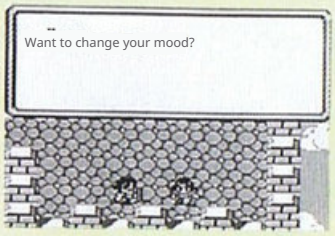
Field 2

Parting with the Chocobo

After passing through the valley where the poisonous mist has cleared and continuing along the path, you arrive at the entrance to the Waterfall Cave. Chocobos can't enter the cave, so this is where you say goodbye for now.

Monsters Appearing	Basilisk, Death Scorpion, Saurus, Molebear, Ape, Werewolf, Gulfish, Sahagin

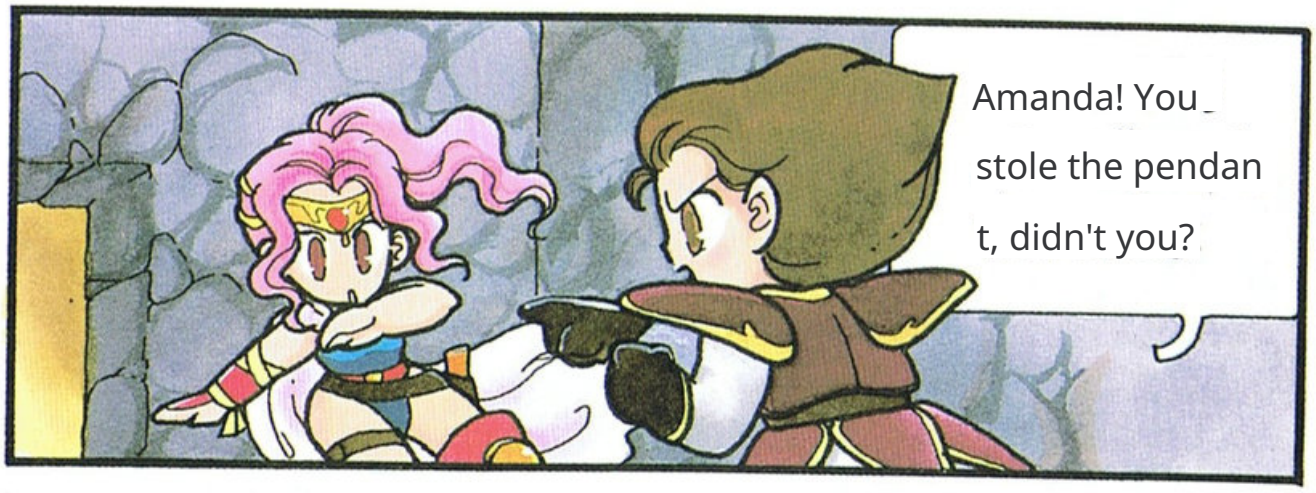




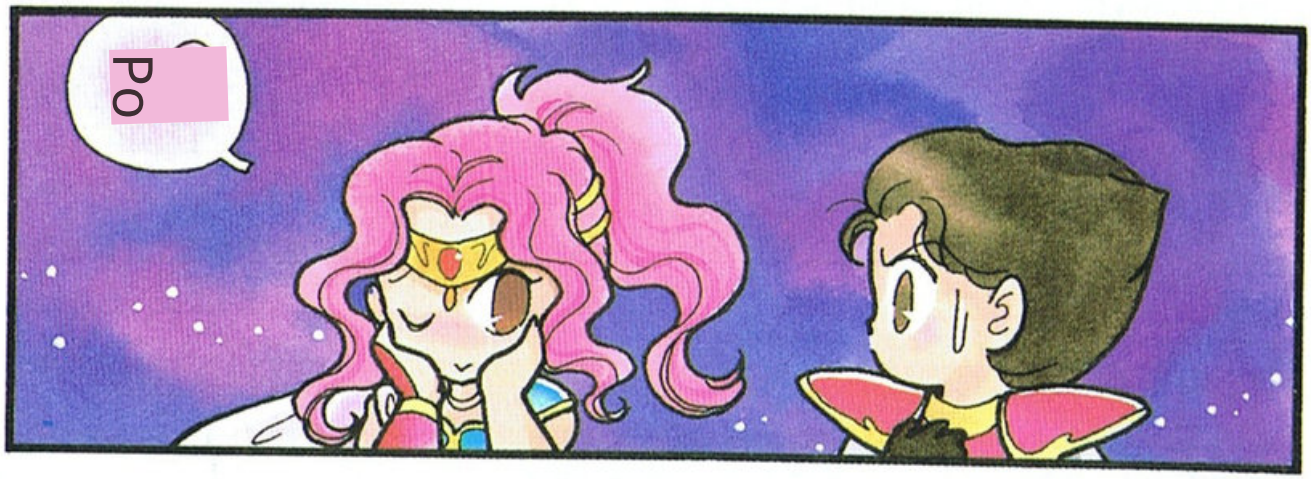
★Use Silence to block magic and weapon attacks

When parting with Lester, the protagonist receives the spell Silence. If you use this spell on a screen where monsters that cast magic or launch weapon attacks appear, it can seal those attacks. Give it a try. ★Lester's "Talk" command

If you talk to Lester, he'll say, "Want to change your mood?" and change the BGM. Well, that's all it does... By the way, Lester's repertoire is four tracks. Choose whichever you like.


Amanda! You stole the pendant, didn't you?

I'm sorry to Devias
My younger brother was taken as a hostage
...and besides
He also stole others
There are ● things
Huh?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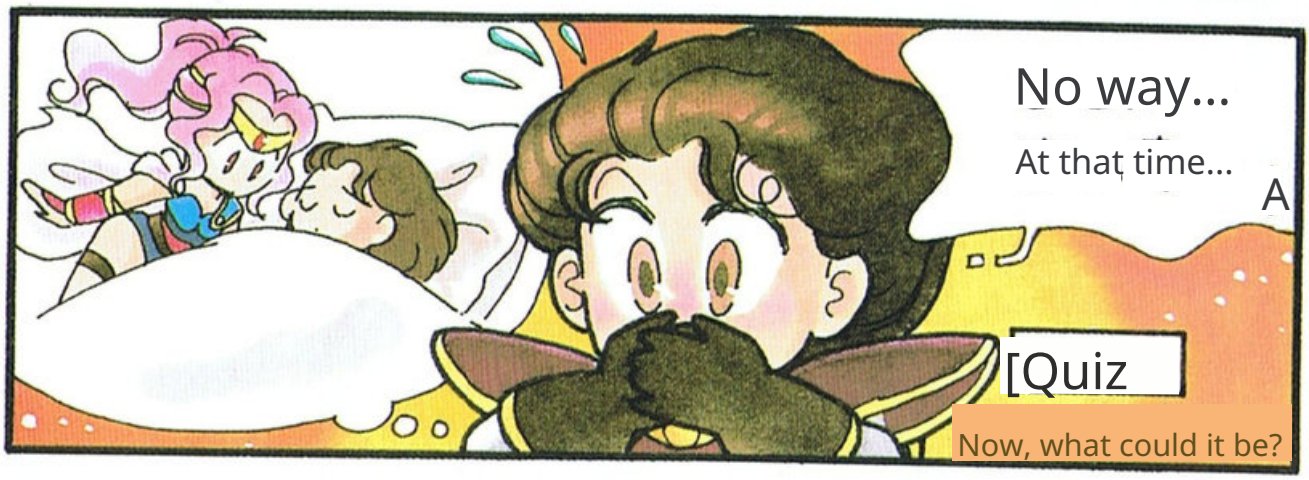
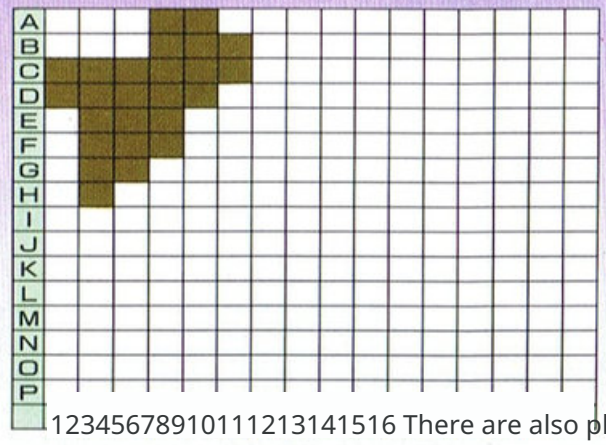

No way...
At that time...
A
[Quiz
Now, what could it be?

Chapter 4

Final Battle! Shadow Knight

Waterfall Cave Rocky Mountain Cave



Objective: Pursue Garuda and head to the Rocky Mountain

After passing through the Waterfall Cave,

you will exit to the field once,

so follow the path toward the southeast.

Next, go northeast to reach the Rocky Mountain Cave.

Along the way, you'll climb vines, There are also places where you need to cut down trees to proceed.

Shortcut Route	C2▸C1▸D1▸D2▸E2▸F2▸G2▸H2▸G2▸G3▸F3▸F4▸E4▸D4▸C4▸C3▸C4▸B4▸A4▸A5▸B5▸C5▸C6▸B6
Items & magic obtainable along the route	Diamond Helm, Diamond Armor, Diamond Shield

ENTRANCE Leads out to Strange Rock Mountain

[D5]

Waterfall Cave

BOSS

Fullmetal Hagar

Strongest equipment		
Weapons		Wear Buster
Helm and Armor	Helm	Golden Helmet
	Armor	Golden Armor
	Shield	Golden Shield

Recovery Source = None	
Minimum required passage items	
Mattock	Key
0	0

Items and magic obtainable
None

Defeat the master of the Waterfall Cave!!

After parting with the Chocobo, the protagonist set foot in the Waterfall Cave. Hurry, otherwise the Mana Pendant will be handed over to the Shadow Knight at Granz Castle. However, the master of the cave stands before the protagonist...

★Along the way there are

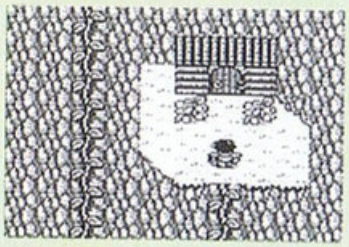
There are an item shop, a weapon shop, and a healing spring

Item shop (D3),

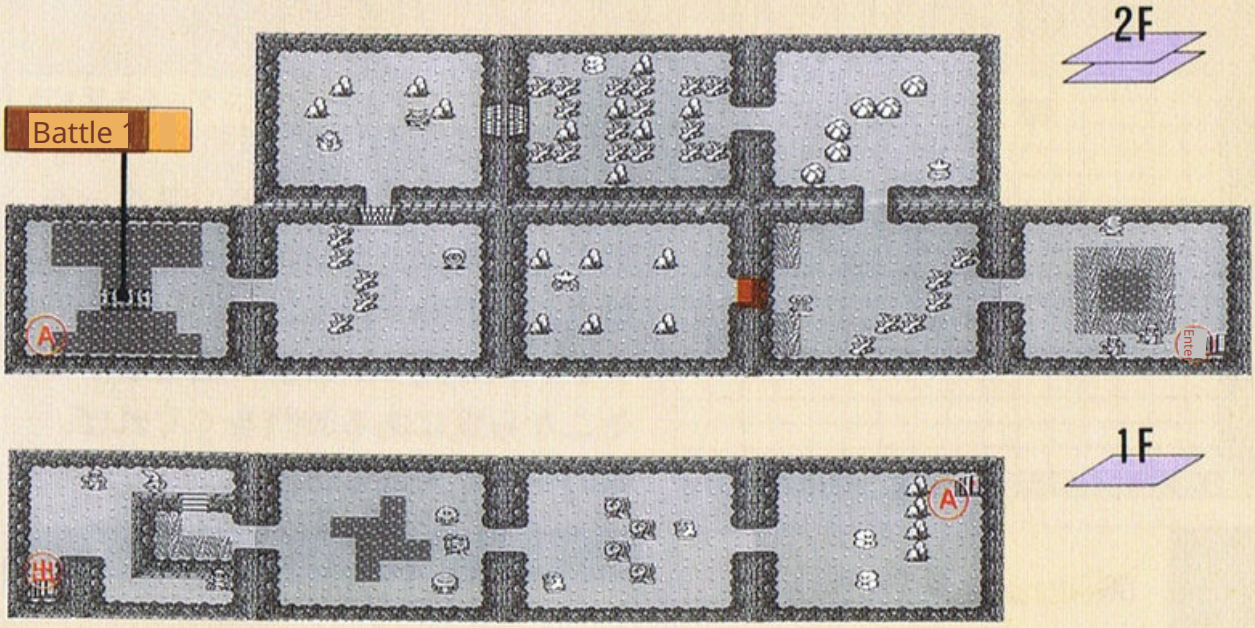
Weapon shop (D4),

Healing spring (H3)

are available, so be sure to stop by.



Dungeon MAP



Appearing monsters: Pack Lizard, Mummy, Phantasm, Magician, Gas Cloud, Ice Pie, Red Wisp, Gargoyle, Ghost, Madman

Combat & Strategy

Battle 1 Battle with Fullmetal Hagar

Fullmetal Hagar's back is covered with a hard shell, so you cannot deal damage there. When attacking, it's best to aim for its belly when it is at the top of the screen. It moves widely to the right and left, so the bridge is dangerous. Safe spots are the upper-left corner and the upper-right corner. Here you can build up your gauge and perform a MAX attack (axe throw).

Technical data

- Max HP / 1296
- Attack / 77
- Defense / 4-1
- Ruc / 100
- Experience / 100
- Item / -

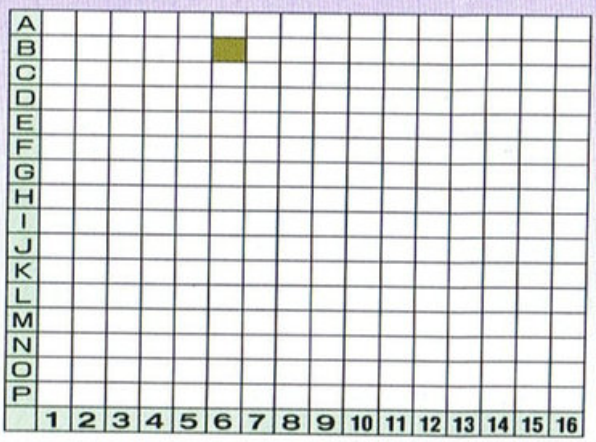
Best Weapon	Wear Buster
Best Magic	Cure

Special

A gigantic crab whose body is covered with a hard shell like metal. It has sharp spines on its back a nd keeps enemies away; its claws are its weapons.

The claws are its weapon.

Cave of the Strange Rock Mountains - Grance Castle



Objective: Obtain the Morning Star and Thunder

After defeating two monsters in the Cave of the Strange Rock Mountains, the next destination is Grance Castle.

If you go past the collapsed bridge, you will come out behind the Grance waterfall basin.

From there, if you pass through the castle gate to the east, you can enter the castle.

Shortcut Route	B6

Items & magic obtainable along the route
Morning Star, Thunder

ENTRANCE: Secret Passage to Grance Castle

[B6]

Strange Rock Mountain Cave

BOSS
Cyclops
Golem

Strongest equipment	
Weapons	Werebuster
Helmet	Diamond Helm
Armor	Diamond Armor
Shield	Diamond Shield

Recovery Source = None	
Minimum required passage items	
Mattock	Key
to	2 pieces

Items and magic obtainable
Morning Star
Thunder

Cave with a Mysterious Room

After climbing to the top of the rocky mountain, there is a cave. To pass through the Strange Rock Mountain, this is the only path to take. However, when the protagonist entered the cave, what appeared was an unbelievably mysterious room. Whether you go right or left, you end up returning to the same room.

It's impossible to go on like this... I can't advance. For now, let's just go straight ahead! The protagonist proceeded to the previous room and then entered another locked room. Suddenly,

kaminari

Thunder rumbled, and a monster appeared. It's a golem. However, none of the weapons the protagonist carries can deal damage to it. We need to explore this place more!!

Dungeon MAP

● Appearing monsters
Pumpkin Bomb
Phantasm
Minotaur
Magician
Gas Cloud
Ghost
Werewolf

★What is a loop? In this Cave of Strange Rocks, a new trap that wasn't here before has been set. That is the loop. When you leave the exit of a room where this loop is set, you are pulled back into the same room. If you wander the cave without noticing this trap, you won't know where you are I'm not even sure if it's there, and I'll get completely lost...

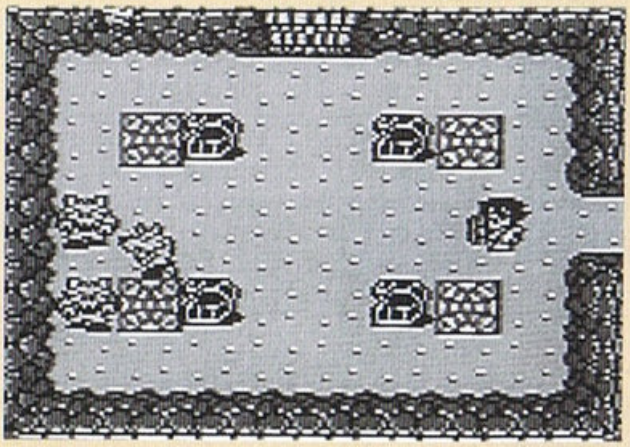
For example, the first room at the cave entrance. If you exit through the right exit, you come back into the original room from the left; if you exit through the left exit, you come back into the original room from the right. Of course, the result is the same no matter how many times you try. There's no point in using such exits.

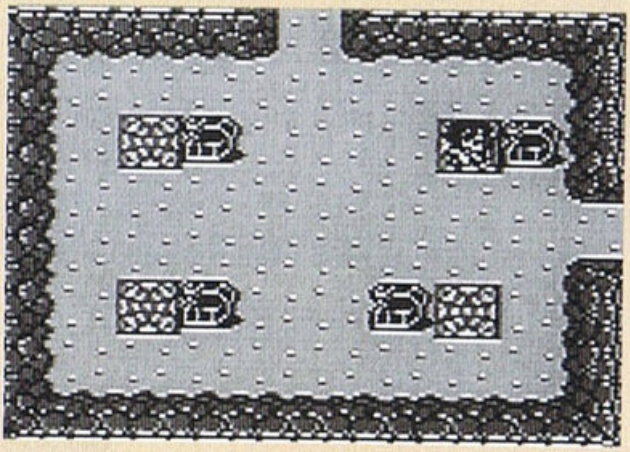
Check for loop markers () on the map above and proceed while avoiding the loop exits.

Route Development

Route 1 Put an empty chest on a switch tile

When you enter the upper-right room of the cave, there are four switch tiles and four chests. At first glance, it seems like you have to place all of these chests on the switches to open the door, but it's actually much simpler. Just place one of the chests on a switch tile, then press and lower it while holding it — that's all you need to do.



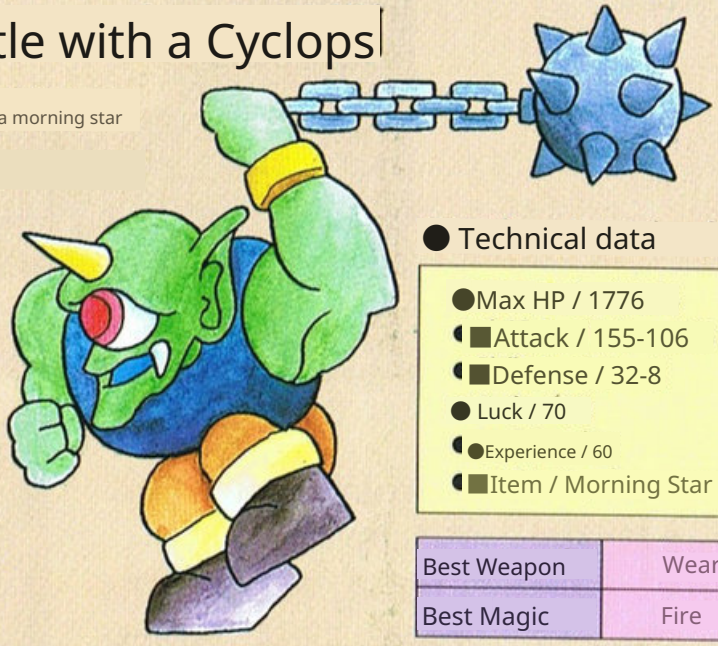


Combat & Strategy

Battle 1 Battle with a Cyclops

The Cyclops attacks while swinging a morning star as it assaults you.

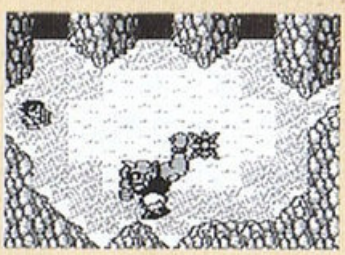
Su. While avoiding the iron ball ら、Make a MAX attack and go. You can also defeat it with a MAX Fire attack. In that case, you can defeat it without taking any damage.

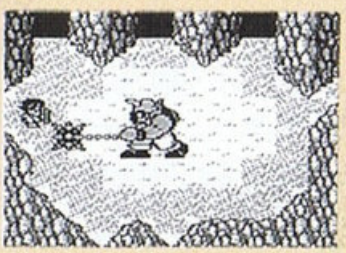


● Technical data

- ●Max HP / 1776
- ■Attack / 155-106
- ■Defense / 32-8
- ● Luck / 70
- ●Experience / 60
- ■Item / Morning Star

Best Weapon	Wear Buster
Best Magic	Fire





Special 性格

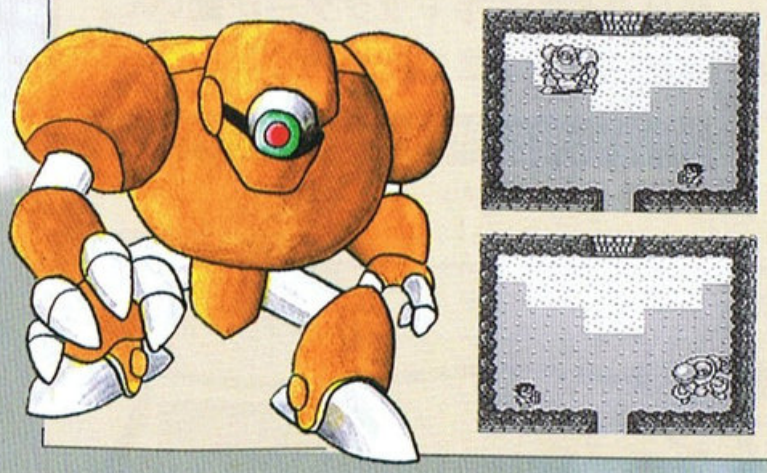
Cyclops means “one with a round eye.” Among the giant race, it is extremely strong and ferocious

It is personality. It manipulates a spiked ball.

Combat & Strategy

Battle 2 Battle with the Golem

To defeat the golem, you must use the m orning star obtained by defeating the cyclop s. The chance to attack is when it moves in a zigzag pattern at the top of the screen. How ever, be careful as it may suddenly rush wit h a tackle.



● Technical data

- Max HP/2288
- Attack/92-0
- Defense 4
- Luc/160
- Experience 96
- Item/Thunder

Best Weapon	Morning Star
Best Magic	Cure

Humanoid doll

Dolls are made from mud, clay, or st one, and through spells meaning go d or life, they were imbued with life.

Golem

A golem. It is merely given lifeless animation and therefore has no p er sonality. This statue is said to gro w day by day and become gigantic.

Story development

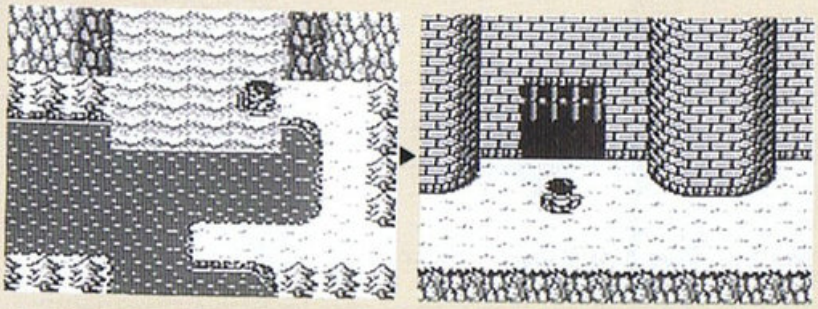
Story 1 The bridge collapses, making it impossible to go back.

Cross the bridge and go to the exit

Compassion

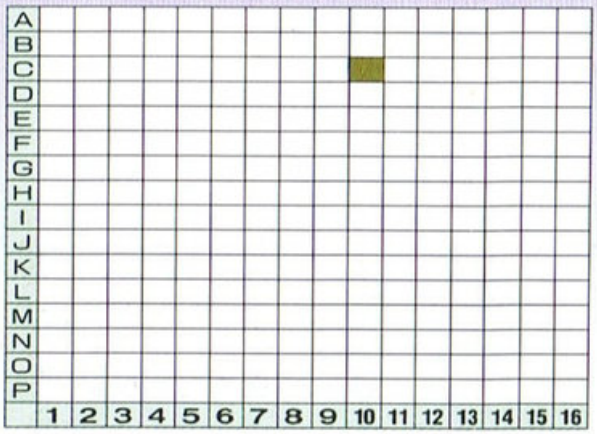
Then, with a rumble, the bridge collapsed. There was no turning back now ... From here on is Granc e Castle.

Story 2 Return to Grance Castle



After passing through the cav e, it opened into a plunge pool b eneath a waterfall. Grance Castl e... The protagonist, having retu rned to the castle from which th ey escaped, trembled with rage.

Grance Castle — Ishu Town



Objective: Storm Grance Castle to rescue the girl

When you duel the Shadow Knight at Grans Castle
you will exit the castle.
If you meet the girl there,
go to the waterfall basin.
After that, the characters will move automatically,
and the story will continue until the next stage.

Shortcut Route	C10

Items and magic obtainable along the route
Blood Sword

ENTRANCE Deep dangerous dungeon

【00】

Glance Castle

BOSS
Chimera Shadow Knight

Best equipment		
	Weapons	Morning Star
	Bag	Diamond Helmet
	Armor	Diamond Armor
	Shield	Diamond Shield

Recovery [illegible]ring Recovery Bed ×2	
Minimum necessary passage items: Mattock	
	Key
2	to

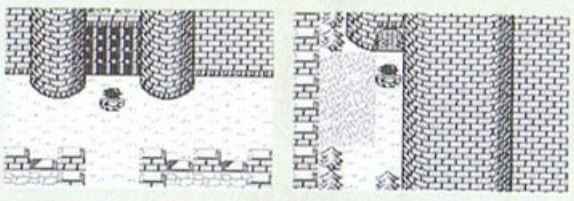
Items and magic obtainable
Blood Sword

Defeat the Shadow Knight!!

Having set foot once again on the grounds of Grance Castle, the protagonist hurried inward to defeat the Shadow Knight. After defeating the Chimera and descending the stairs, there was a girl. Now that she has been safely rescued, there is only one thing to do...

★ After entering the castle, cut trees as you head northwest

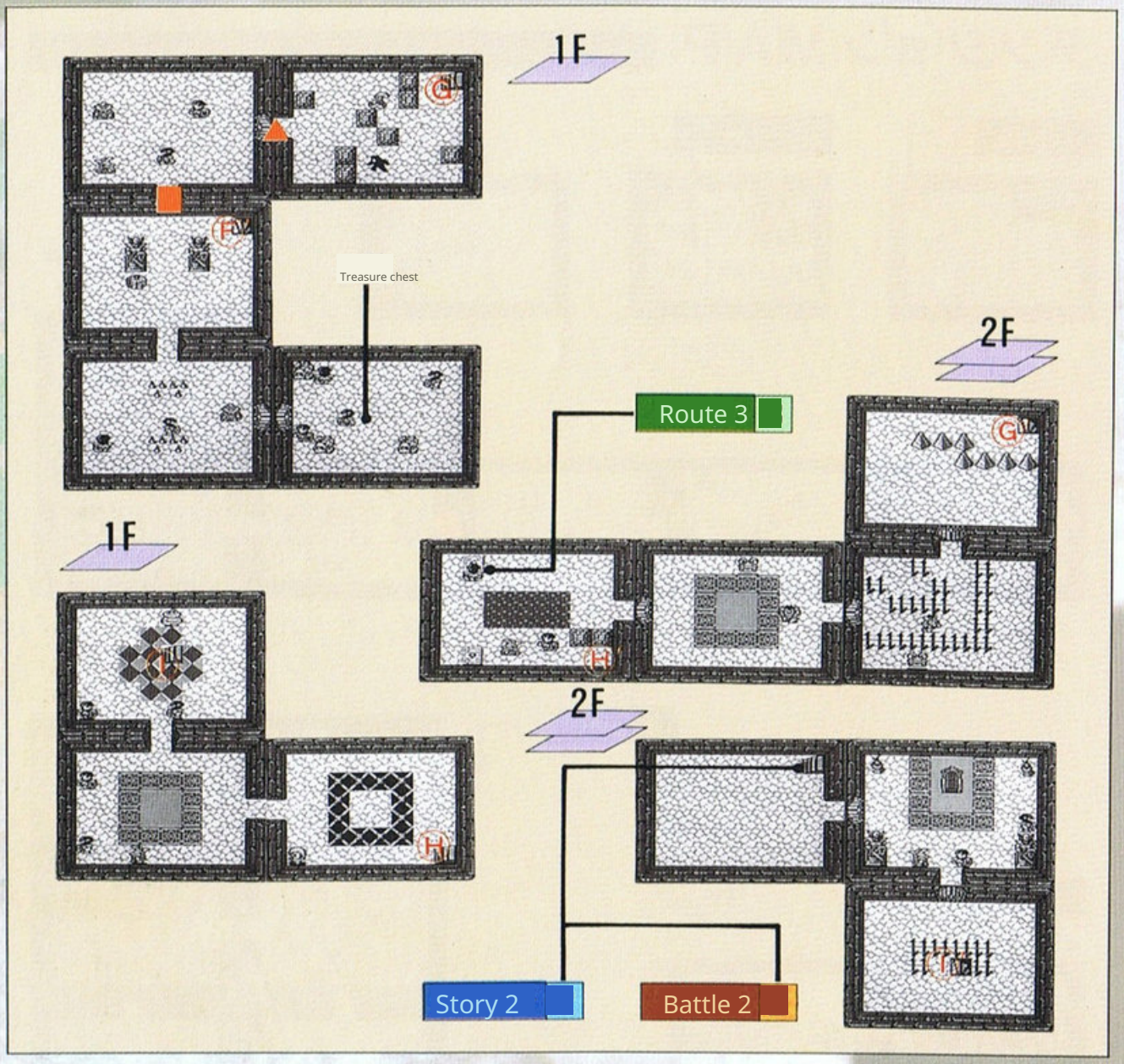
When you pass through the castle and go west, trees block the path. Cut down the obstructing trees.



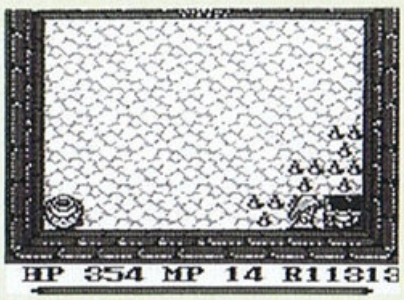
Dungeon MAP

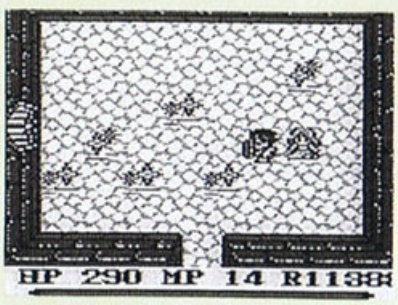
● Appearing Monsters

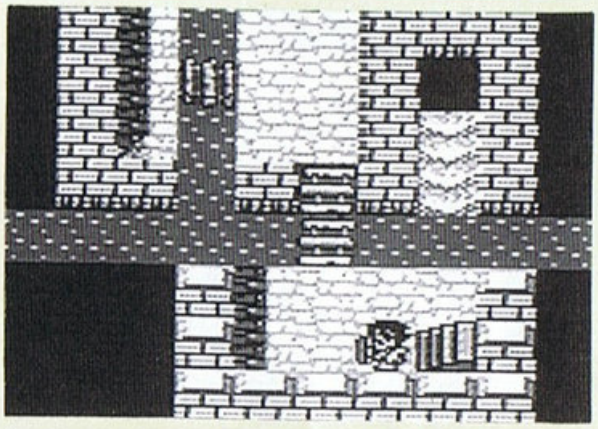
Wizard, Dark Stalker, Ice Spy, Phantasm, Minotaur, Red Wisp
Gargoyle, Ghost, Cobra, Shadow Zero, Pumpkin Bomb, Wererat, Blood Owl,
Green Slime, Skeleton



★ Spikes and barriers everywhere This Grance Castle is the Shadow Knight's stronghold, so there are mean traps all over the place. Among them, the simplest spikes and barriers reduce HP — those nasty things The source of damage. If you don't pass through Except for places you cannot avoid, try to steer clear whenever possible. Of course, if you hop on top of them... If the lost HP isn't recovered quickly, you might be in for a painful time!!







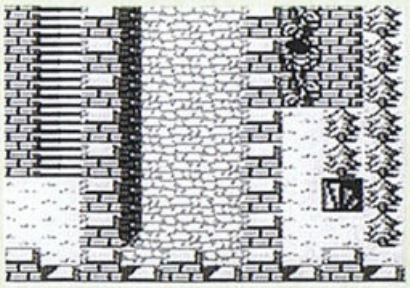
★Enter the castle from the sewers

If you pass through the castle gate and go northwest, there is a sewer door. If you go t hrough the sewers from here, you can enter Grance Castle. Of course, there are monsters swarming along this route. Moreover, some paths end in dead ends like a maze. Well, con sidering what lies ahead, it's not too bad.

Monsters Appearing	Mimic, Luster, Ghost, Green Slime, Skeleton, Gas Cloud

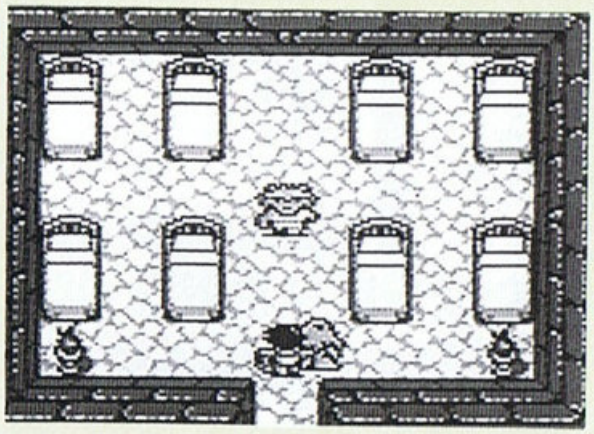
★Climb the vine after exiting the sewers

When you exit the sewers, you can see the castle cou rtyard. Once you reach this point you're almost there. F or now, climb the vine and go up to the top of the towe r. Be careful: along the way a wizard appears who casts Lightning Bolt with a petrifying effect. If you get petrifi ed, heal immediately.

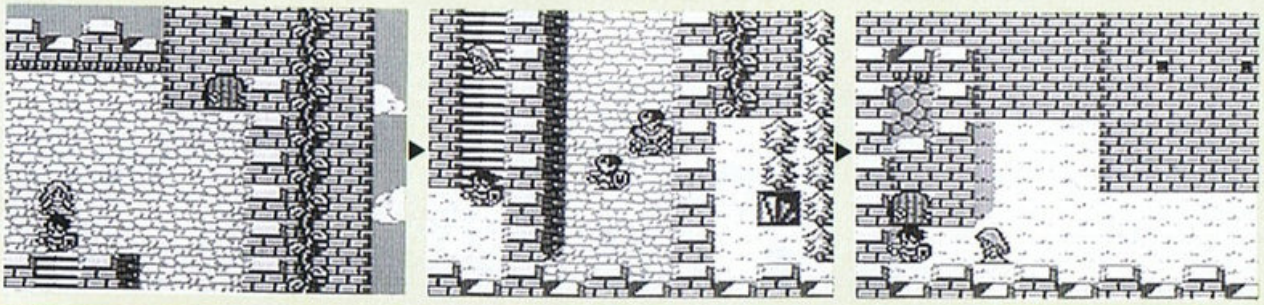


★The last item shop doubles as a recovery bed

After helping the girl and reaching the courtyard, there is a downward staircase at the lower left of the screen. Go down here and head left to find a single door; inside is one item shop. This shop sells regular items, so buy anything you forgot to purchase.



If you left without buying keys, make sure t o check them carefully! If you forget to buy keys, you may be unable to move forward or go back... In that case you'll have to rest art from your last save. Even worse, if the k eys were already gone at the time you sav ed, it could mean starting over from the be ginning. By the way, all the items placed a round the shop are recovery beds. Any bed you use will restore your HP. Be sure to us e them to prepare for the battles ahead.



Route Development

Route 1 Step onto the switch floor while moving with the chain flail

stake

The back room on the second floor is a combination of stakes ar

switch floors

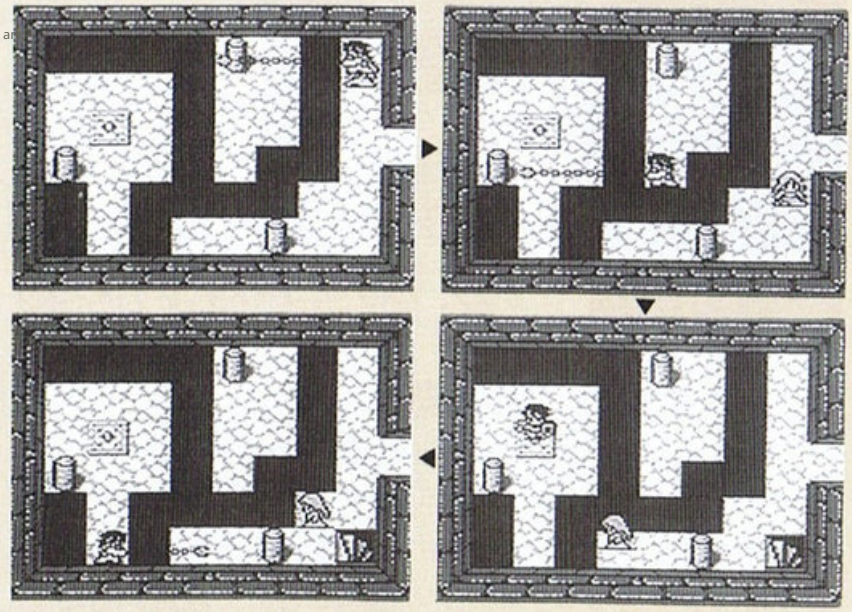
The puzzle room. To clear this

area, you must use che

Using the flail,

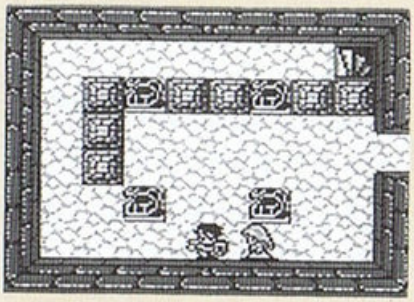
stake

If you move along the edge of th e cliff, you'll be fine. However, the re are places where you must m ove at MAX. The switch tiles are t he type that will make stairs app ear just by stepping on them.



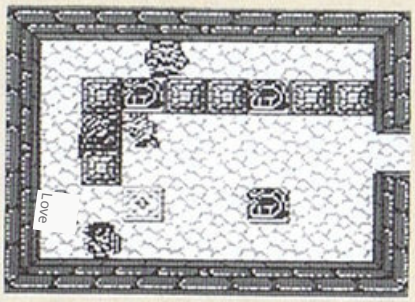
Route 2: Empty box on the switch floor

On the first floor, there is a room with four switch -tiles, each supporting an empty treasure chest. In t his room, if even one empty chest disappears, the st aircase will vanish. One thing to be careful of here is the monsters.



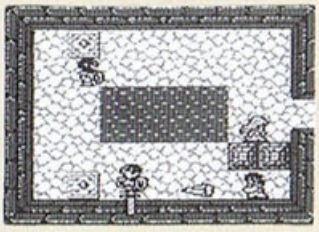
oso

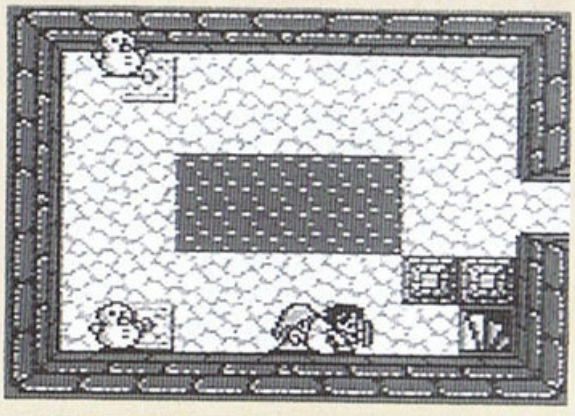
When you try to attack the werewolves that swarm you, you may accidentally destroy the empty boxes. If you do happen to destroy an empty box, just re-enter this room and everything will have returned to its original state.



Route 3 Put enemies into snowmen and place them on switch floors

The final puzzle room leading to the t hrone room is a chamber with two swit ch floors. Here, simply placing a snowm an on each switch floor will cause a hid den staircase





to appear.

That's how it works.

Combat & Strategy

Battle 1 Combat with Chimera

When you exit the first room of Grance C astle, you will fight the Chimera. The Chim era flies while dropping flames one to the l eft and one to the right. However, it can su ddenly zigzag and dive, so be very careful o f its movements. The best attack method is to steadily deal damage with the morning s tar. If you wait until it reaches MAX, it will ke ep attacking you. If you are afraid to get clo se, combining repeated Fire spells allows yo u to defeat it faster.

Technical Data

- Max HP/1792
- Attack/92
- Defense/4
- Luk/88
- EXP20
- Item/-

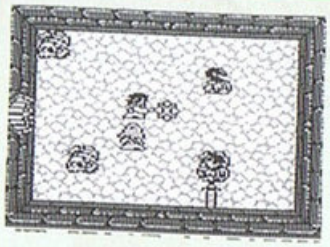
Best Weapon	Morning Star
Best Magic	Fire

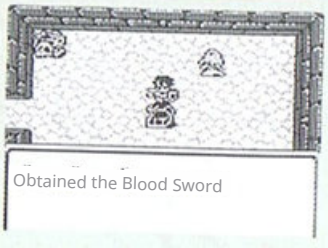
Characteristics

The head and body are those of a lion, a goat's head grows from the shoulder and a dragon

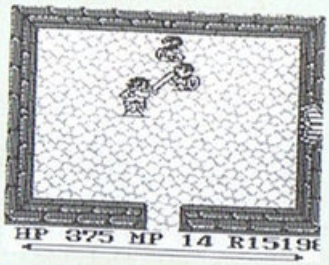
monstrous beast with a trinity and emblem-like wings.

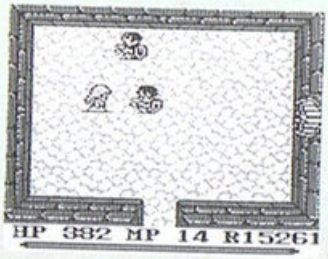
It breathes fire from its mouth.





Obtained the Blood Sword





★The Blood Sword is

Recovery of HP as well

The Blood Sword obtained in Grance Castle.

This sword has a mysterious power.

It is that, when attacking an enemy, the opponent Hit Points Hit Points

It means it absorbs HP from foes and i ncreases your own HP. If you have thi s sword, it's helpful when you don't ha ve healing items or magic, or when yo u want to conserve them. However, its attack power isn't very high.

Battle 2: The Fight with the Shadow Knight

When you go from the throne room to th e rooftop, the Shadow Knight is waiting the re. Finally, the decisive battle with the Shad ow Knight!! Move the girl down to the lowe r room, and when the Shadow Knight's arr ogant message appears, the fight begins. U nlike other monsters, the Shadow Knight is the same size as your character. However, he attacks while brandishing his sword

with straightforward techniques

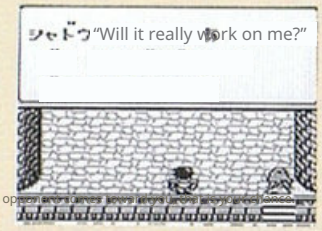
and is not easy to defeat with simple methods. The strategy is to repeatedly use the Blood Swor

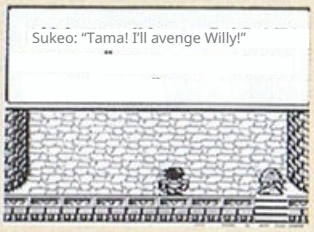
d's MAX attack. There is no other way. Dodge the enemy's attacks while building your gauge, and when the opportunity arises, attack!

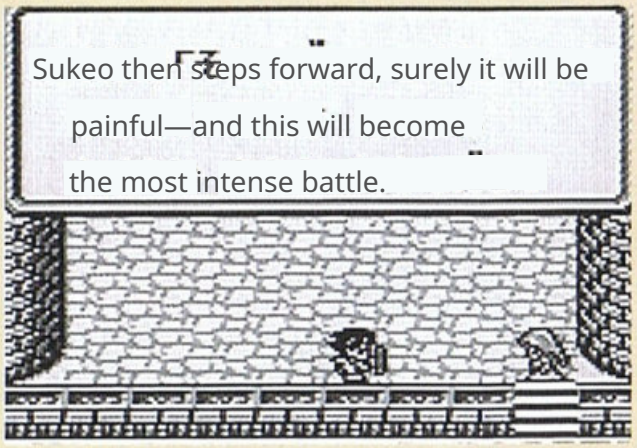
You can recover HP using the Blood S word's special ability. Using Fire in co mbination is also effective.

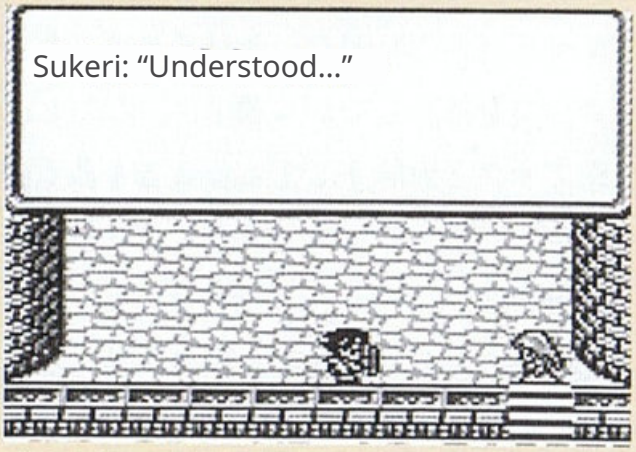
Hit Points

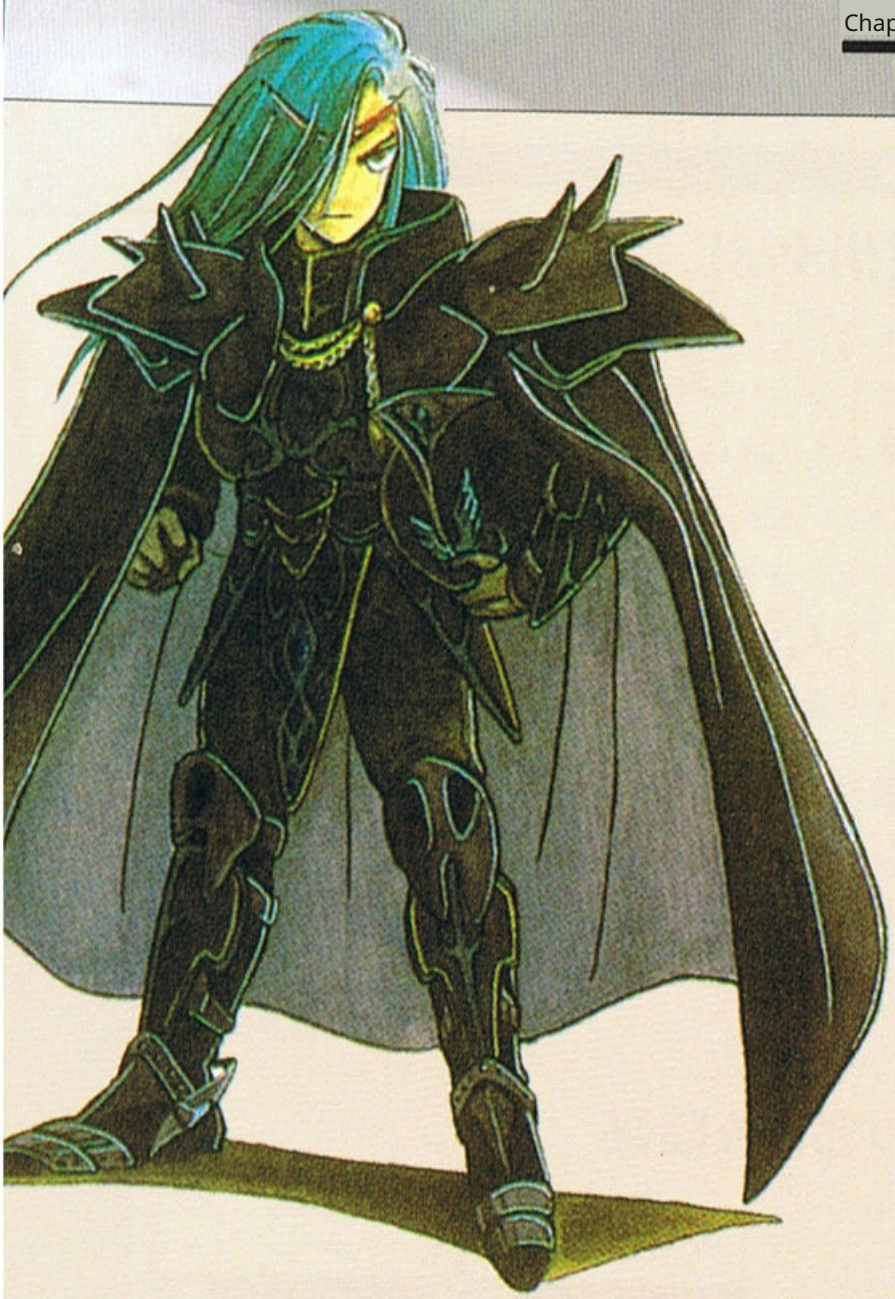
Knight: "Sukeo, it's been a while. Yo ur sword handling seems to have i mproved a bit, but..."

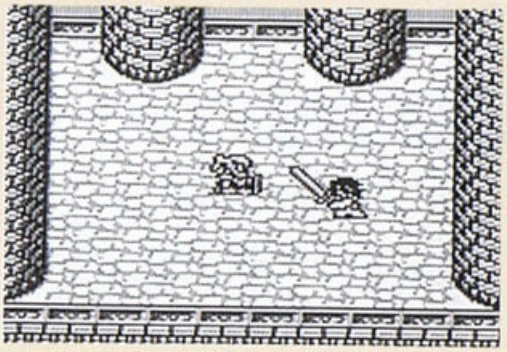












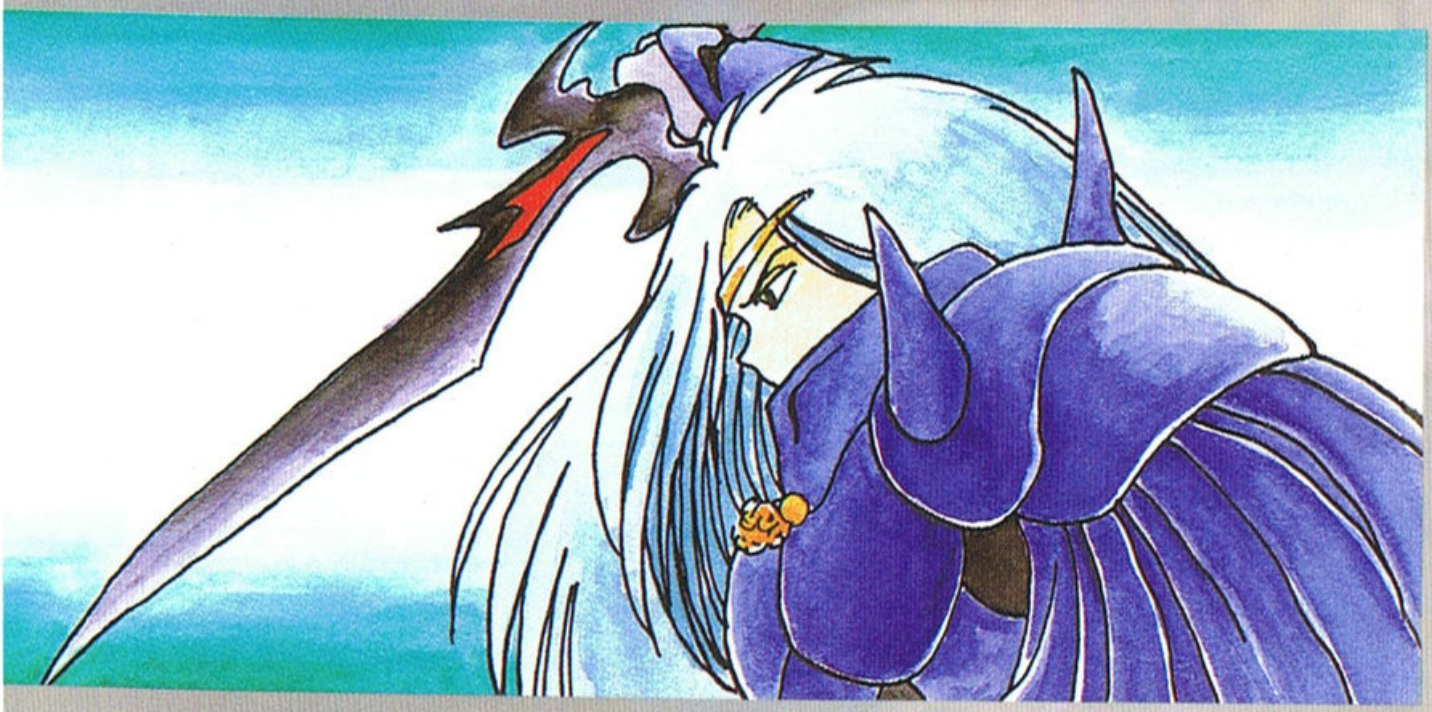
Technical data

- Max HP 1020
- Attack Power 99
- Defense 30
- Luc 10
- Experience 160
- Item/

Best Weapon	Blood Sword
Best Magic	Fire

The de facto ruler of the Duchy of Grance. It is rumored that he once killed his own father, who had actually ruled this country, to become king himself. He is an extremely ruthless man who seeks to obtain the power of the Mana Tree and plans to conquer the world through slaughter and terror.

征服 Conquest



Story development

Story 1 Rescue the Girl!!

After defeating the Chimera and descending the stairs, they found the girl who had been taken away.

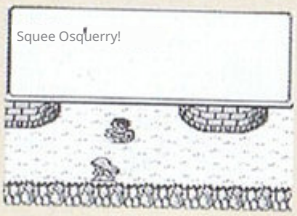
Stolen

She says she will go to the Shadow Knight to retrieve t he Mana pendant that was taken from her. Even thou gh there may be unknown dangers ahead... The prota gonist's attempts to persuade her were powerless ag ainst her sense of responsibility to protect the Mana T ree. The two proceeded to the throne room on the to p floor where the Shadow Knight awaited...

The square pendant has been stolen. I t may already be in the Shadow Knight's hands.
I have a responsibility to protect the Mana Tree. Now, let's go.
This is the final battle of the white castle.

Story 2 Is something wrong with the girl?

Having defeated the Shadow Knight, the protagonist noticed the girl w as not there and went outside the castle. What he saw there was the girl w alking expressionlessly, not responding to the protagonist's calls.



Story 3 Julius's Evil Plot

The protagonist hurried after the girl to the waterfall basin. Then, from nowhere

eerie

a chilling, uncanny voice... Julius!!

Julius gave the girl a pendant

spell and

and told her to chant a spell to lift the wa terfall into the sky. There's no way I'll let that happen!! The protagonist desperatel y calls out to the girl, but his voice does n ot reach her. Astonishingly, Julius had pla ced a spell on the girl and was controllin g her. Then, from the girl's mouth, a

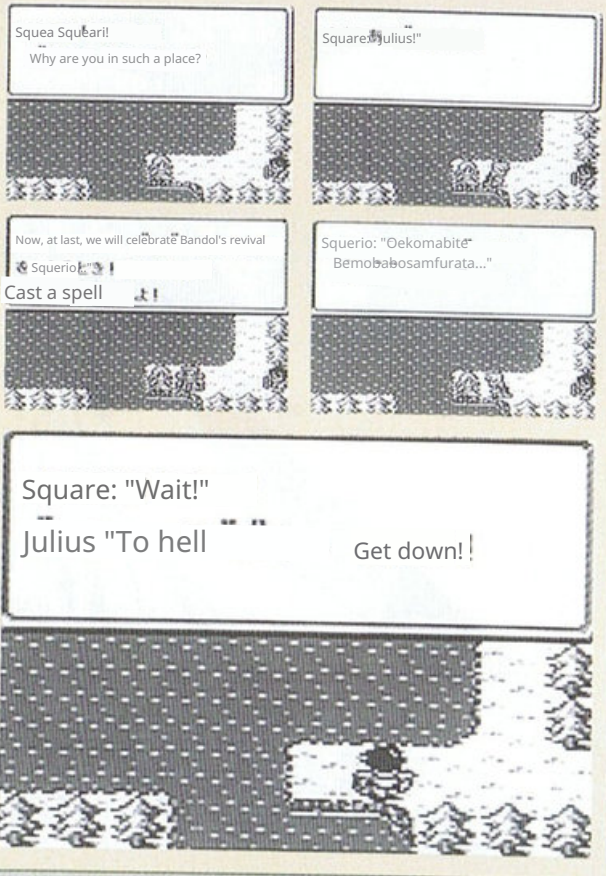
spell and

true

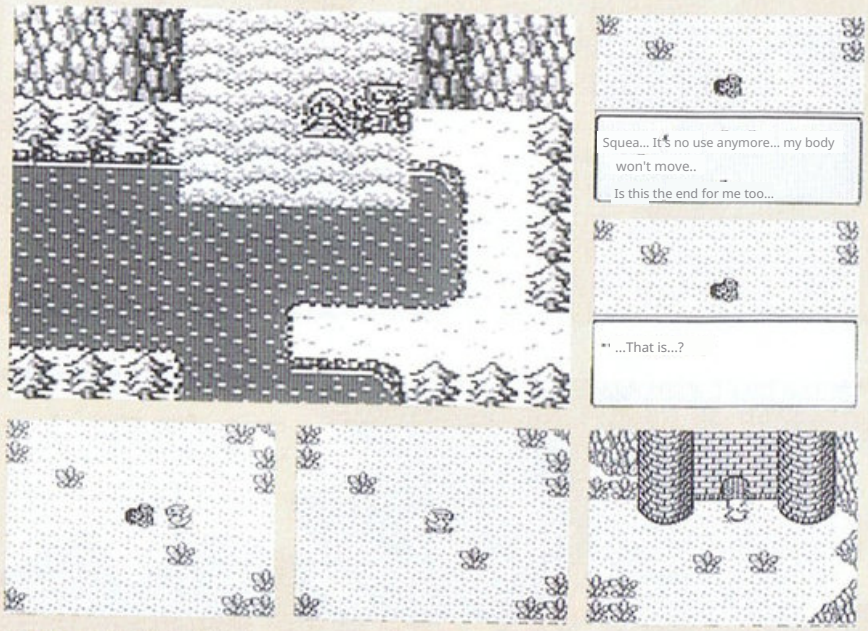
spell was chanted... It was exactly

Miracle

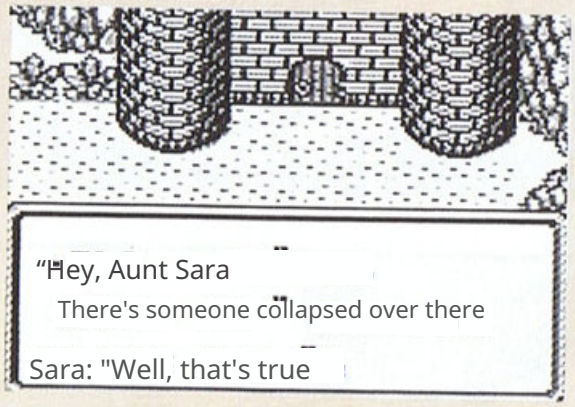
It was a miracle. The waterfall's water flowed backward, and the girl Julius and [someone] ascend. The pursuing protagonist clings on, only to be thrown off the waterfall...



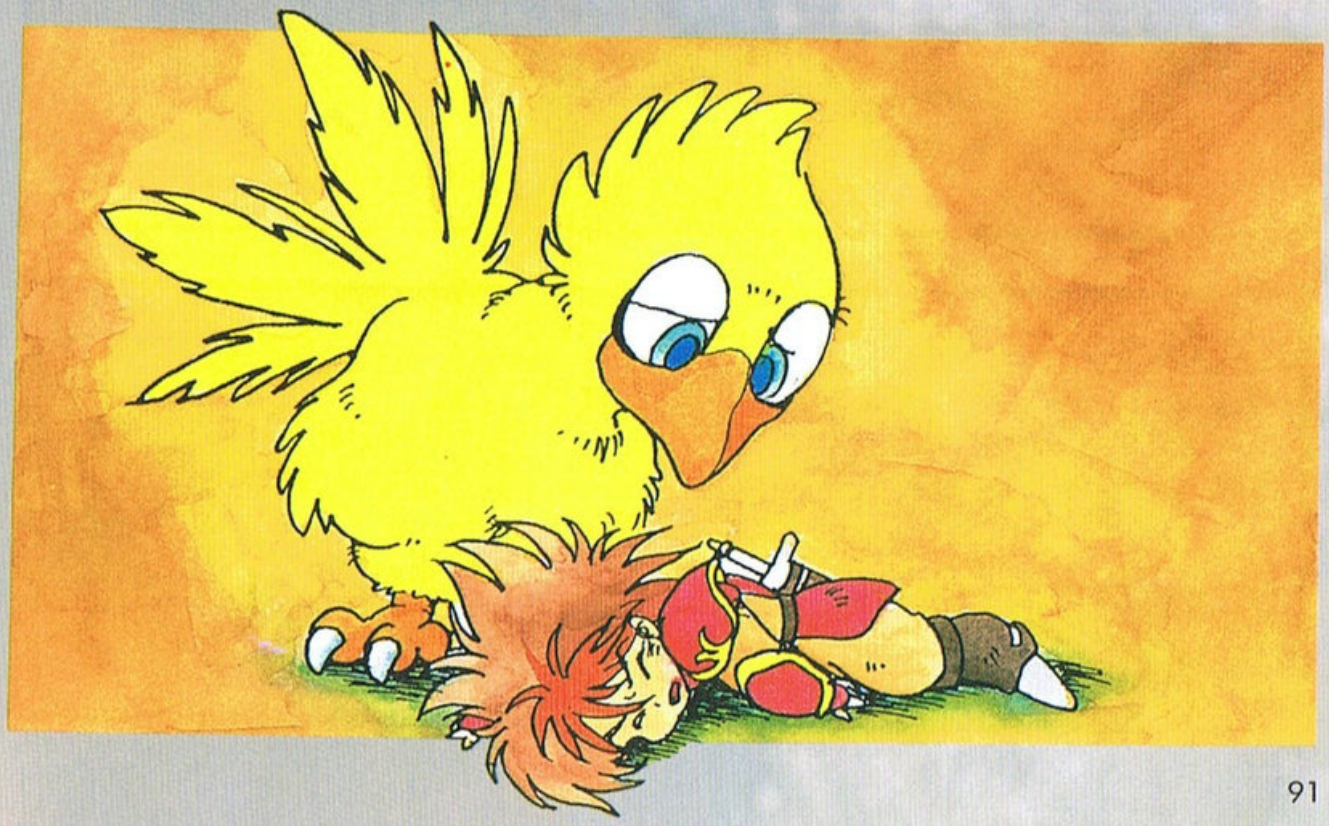
Story 4 Reunion with the Chocobo

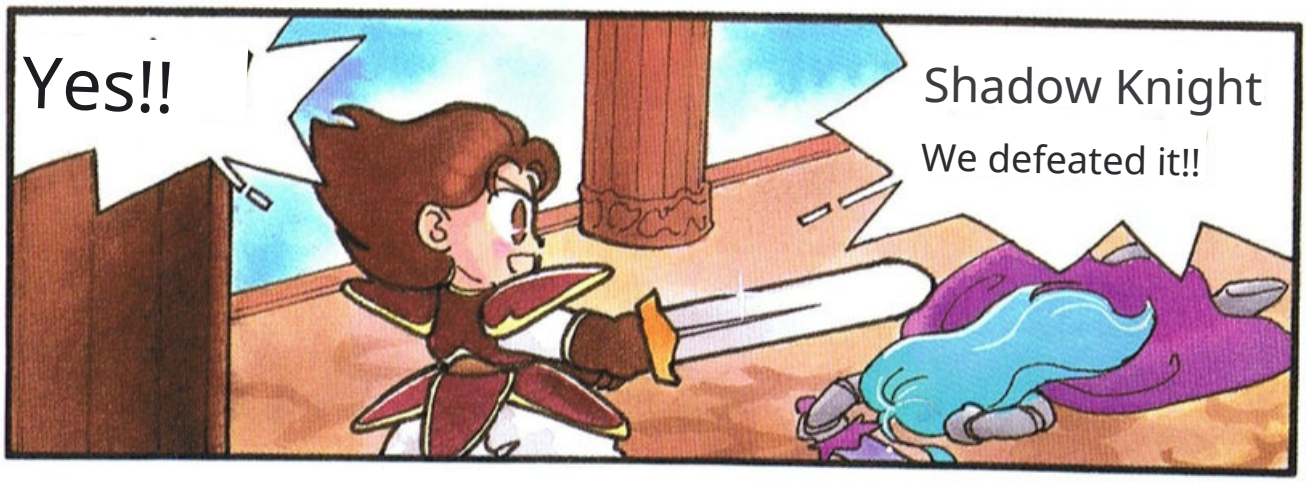


The protagonist, who had been thrown from the waterfall by Julius, regained consciousness in a strange desert where crystals grew. However, their body could no longer move. It's over... Then a familiar cry was heard: “Kue.” The protagonist, losing consciousness once more, in their fading awareness heard Choco

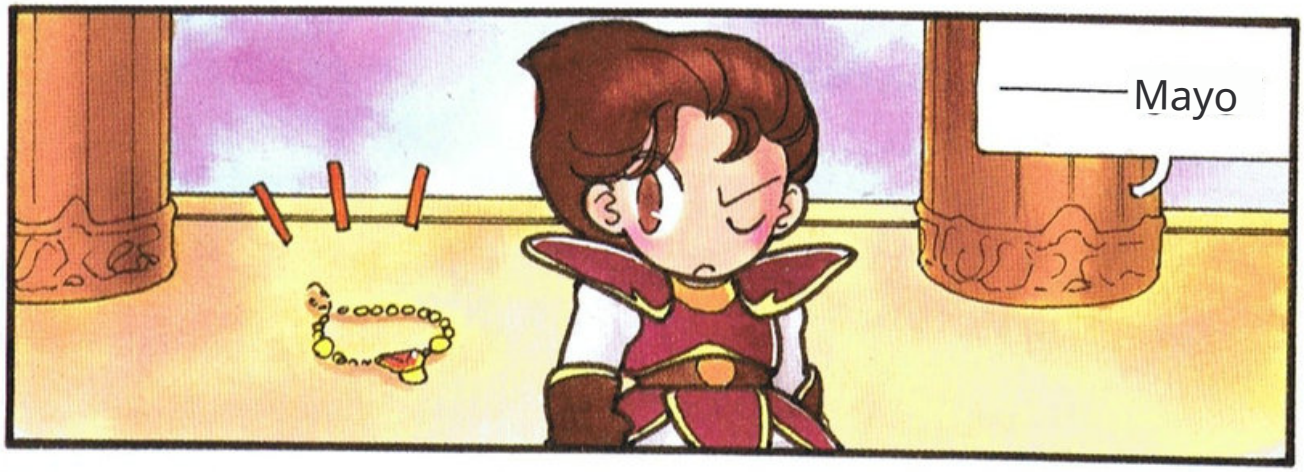


They saw the Chocobo. The Chocobo, dragging its injured leg, carried the protagonist and reached a nearby town. It was the town of Ish. A girl passing nearby discovered a young man and a bird and reported them to the town’s elderly woman, Sarah.




Yes!!
Shadow Knight
We defeated it!!

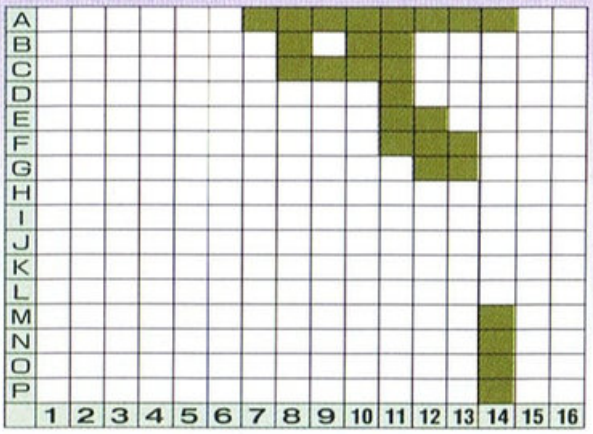
Oh! No!
It's a fake
pendant
Such a thing
!!


——Mayo

If you take it to the item shop
Surprisingly expensive
It might sell

第5章
ジェマの騎士

Ishu Town - Rolimar Castle



Objective: Go meet Sheba with the Chocobot

After gathering information in Ishu Town,

ride the Chocobot,

and first stop by Wendel.

When I asked about it there,

Next, let's go to Lorimar Castle near the Kara Mountain Range at the northern edge.

Let's go to Lorimar Castle.

Shortcut "Route"

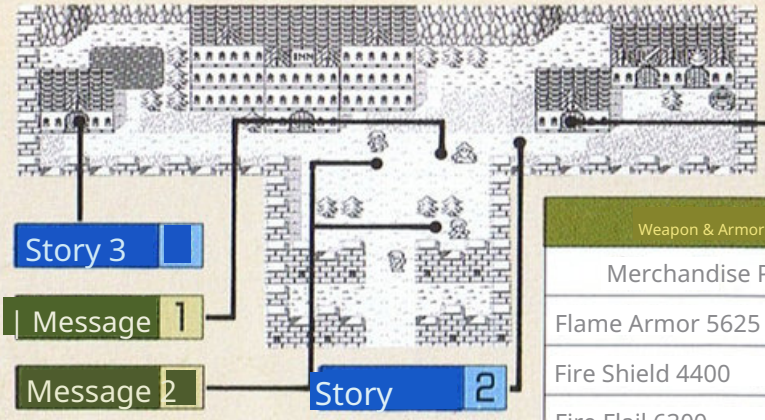
C10▸C9▸C8▸B8▸A8▸A7▸A8▸A9▸A10▸A11▸A12▸A13▸A14▸P14▸O14▸N14▸M14▸N14▸O14▸P14▸A14▸A13▸A12▸A11▸A10▸B10▸B11▸C11▸D11▸E11▸F11▸E11▸E12▸F12▸G12▸G13▸F13

Items & Magic obtainable within the route: Flame Armor, Fire Shield, Fire Flail

ENTRANCE Flourishing in the Glass Desert

[C10]

Town of Ish



■ Shop Guide

Inn | Building 10 R

Weapon & Armor Shop	
Merchandise	Price (R)
Flame Armor	5625
Fire Shield	4400
Fire Flail	6300

Item Shop	
Merchandise	Price (R)
Hi-Potion	160
Antidote	30
Eye Drops	60
Gold Needle	90
Mole's Whisker	120
Key	15
Matok	60

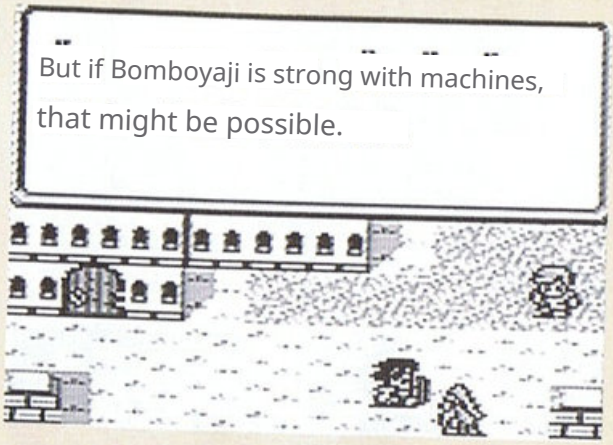
A town where the civilization of the ancient Bandol Empire still survives

The protagonist, who awoke in the town of Ishu in the Glass Desert,

there reunites with Bogard, from whom they had been separated...

Message Analysis

Message 1 Information about Bomboyaji



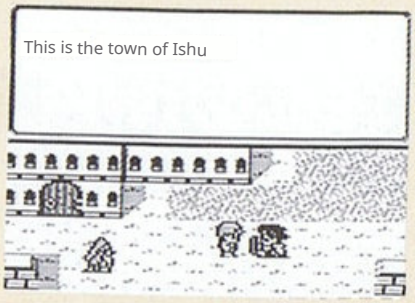
An old man says that in this world, the technology to move over water hasn't been developed yet. However, if Bomboyaji—who is skilled with machines and lives in a house on the far western edge—does it, it might be possible. I wonder what kind of person Bomboyaji really is. I want to meet him soon.

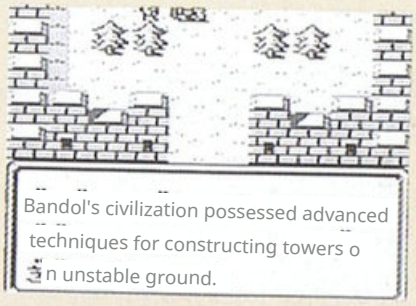
Message 2 The story of the Bandor Empire

The Bandor Empire that once ruled the world.

Ruins

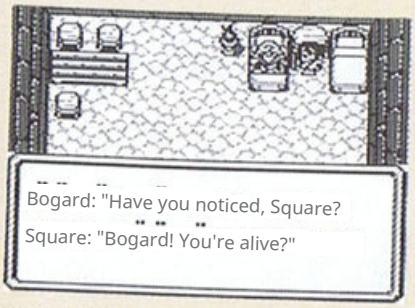
The ruins of that civilization remain in this region, and even now the land Breathing deep within.



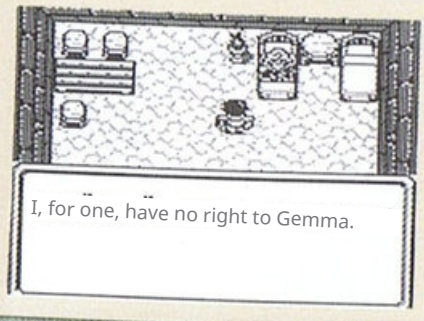


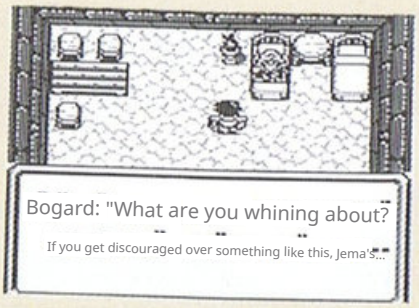
Story development

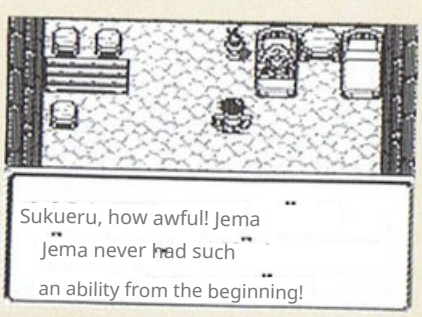
Story 1 Conversation with Bogard



When he woke up, Bogard—who had been separated fro m him on Grance's airship—was there. From what he heard, Bogard had apparently been rescued by Sara, who lives in t his town. However, to the protagonist, who had lost his conf idence, Bogard's expectations were too great... Eventually t hey had a quarrel, and the protagonist ran out of the house.

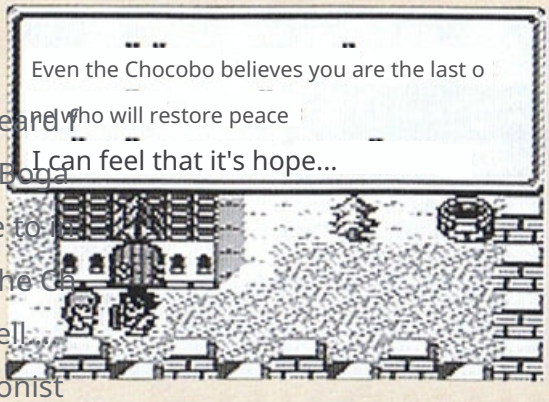






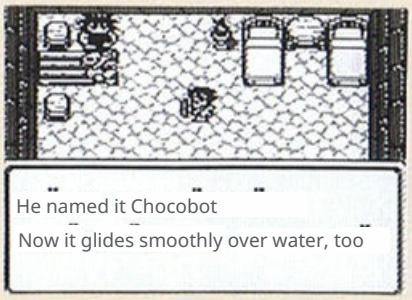
Story 2

The Old Woman Sara's Confession



The protagonist, who had run out of the house, heard f rom Sarah—who had been worried outside—about Boga rd. Apparently, he had been left unable to move due to i njuries sustained when he fell from an airship. Even the C ocobo trusts the protagonist... And Sarah does as well...

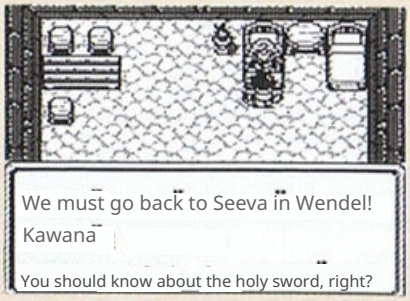
Story 3: Bomboyaji and Chocobot When the protagonist heard from Sarah that the Chocobo was with Bomboya ji, he immediately went to visit him. As he tried to enter, t here was a loud noise. It turned out Bomboyaji had repla ced the injured Chocobo's legs with machinery, turning it into a Chocobot that could also travel over water. Once a gain, the protagonist resolved to set out on his journey.



Story 4

Hear the next objective from Bogard

After apologizing to Bogard, the protagonist he ard about the holy sword Excalibur. It was said th at only the knight of Jema who wields that sword could restrain the current Julius. Told to return to Seeva once more, the protagonist left the town of Ish with the Chocobot.



★Chocobot: Smooth even above the sea

Treatment

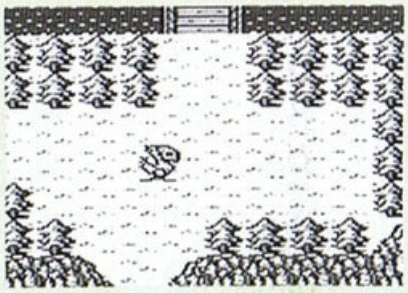
The Chocobot, which Bomboyaji treated and modified, is this w orld's first amphibious vehicle. Not only can it travel smoothly o n land, it can also glide across the sea. However, to reach land

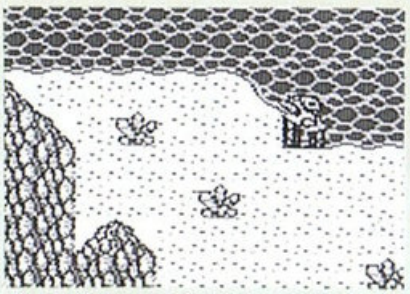
pier

Entry and exit are only possible where there are piers. You ca nnot leave or enter from other places. Well, most locations h ave a Chocobot pier, though.

pier

There is usually a pier for Chocobots. By the way, it i s impossible to disembark from a Chocobot while ou t at sea.

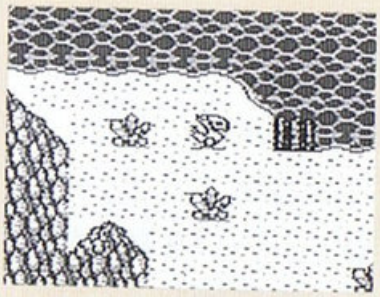


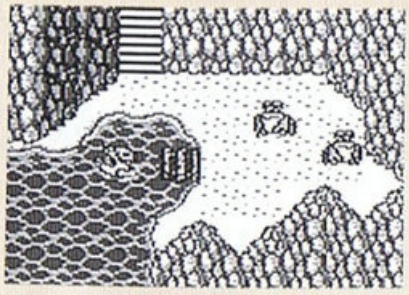


Field

[Ishu Town / Wendel Town]

Field 1: Travel the sea by Chocobot



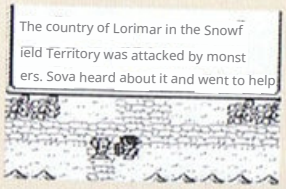


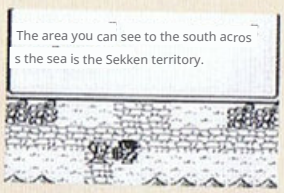
From the pier northwest of Ishu, head out to sea and first go east. When you reach a dead end, turn north to the inspection bridge; that is the entrance to Wendel.

Wendel Town AGAIN

Message 1 Obtain information about Seeba

Arriving at the town of Wendel and entering the cathedral the Seeba who should be there was not present





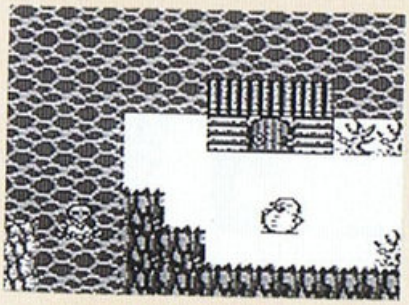
Heh. When gathering information, a message appeared that they went to the Kingdom of Lorimar. Apparently something happened in the northern snowfields, the Kara Mountains. Next is the Kingdom of Lorimar!

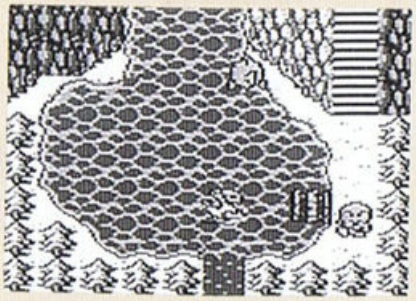
Field

[Lorimar Castle, Wendell Town]

Field 1

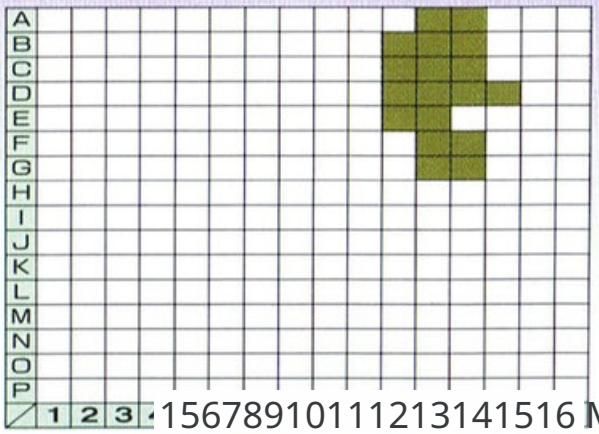
Set out to sea again and head for the Kingdom of Lorimar





Leave Wendel and go south At the end, turn west and you will see the snowfield Go. Then go south through the valley There is a pier at Kuto.

Lorimar Castle · Karla Mountain Range



Objective: Go to the Karra Mountains to save Sheba

When you arrive at Lorimar Castle,
first enter the front room,
and listen to King Lorimar.
To rescue the imprisoned Sheba,

you must defeat the Marilis that lives in the northern snowy plain, the Karra Mountains.

Marilis must be defeated.

Shortcut Route

F13▸G13▸G12▸F12▸E12▸E11▸
D11▸C11▸B11▸B12▸A12▸A13▸
B13▸C13▸C12▸D12▸D13▸D14

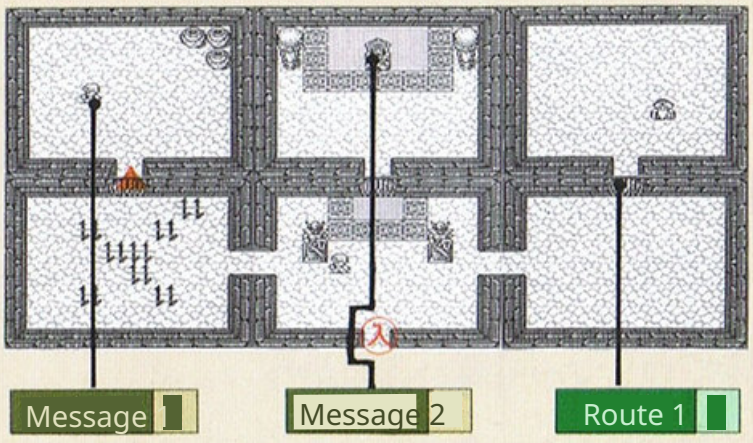
No items or magic obtainable within the route

None

ENTRANCE Rolimar Kingdom's stronghold castle

[F13]

Rolimar Castle



Shop Guide

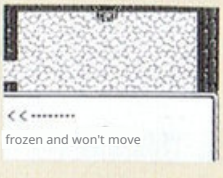
Shinjuku Inn	0 shops	0 R

Route Development

Route 1

Frozen door

Even if you try to open the upper-right door it is frozen and won't move. Actually, beyond this



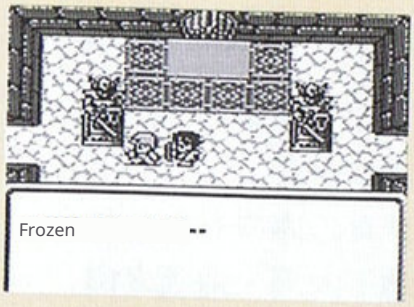
Not yet able to go can't move.

2 People and a door frozen by the mountain's cold

Upon arriving at Rolimar Castle, the protagonist discovers people frozen and unable to move. Though puzzled, they go to speak with the King of Rolimar in the room ahead.

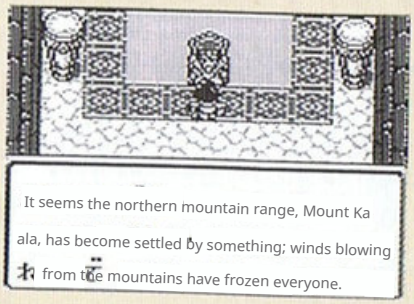
Message Analysis

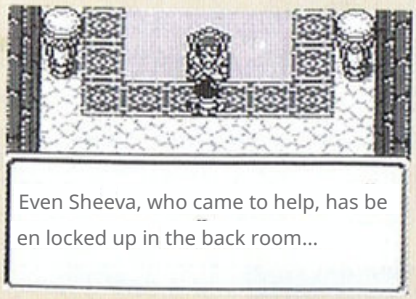
Message 1 Men frozen and unable to move



At the entrance to Lorimar Castle and in the upper-left room, there are people frozen and unable to move. No matter how much you talk to them, they only say, "They're frozen..." For now there is nothing you can do, so go to the front room and speak with King Lorimar.

Message 2 King Lorimar's story


It seems the northern mountain range, Mount Kaala, has become settled by something; winds blowing from the mountains have frozen everyone.

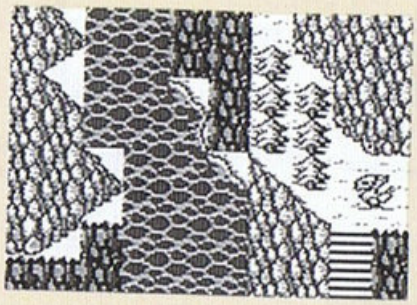


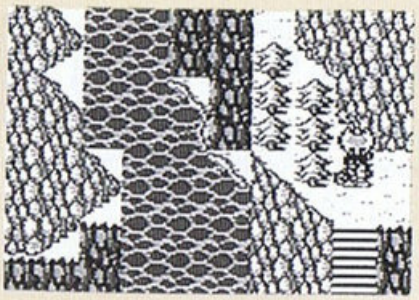
The king says that monsters have taken up residence in the northern Kaala Mountains. Furthermore, Sheeva has been locked up.

Field

[Lorimar Castle — Kaala Mountain Range]

Field 1: Trees blocking the way



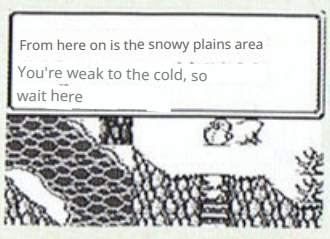


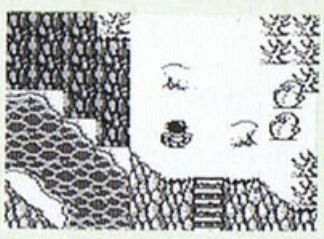
If you head north from the town, there are trees blocking the way along the route. Here you should dismount the Chocobo, cut the trees, and then proceed onward.

Monsters appearing: Chibi Devil, Rabbit, Ogre, Banekujako, Garlfish, Snowman, Saber Cat, Oras

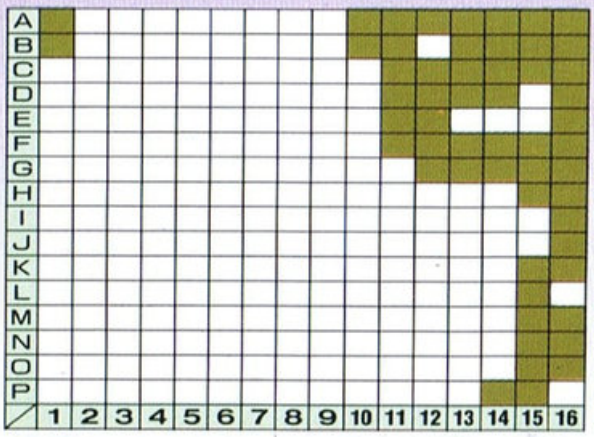
★Chocobos are weak to cold!!

When you enter the snowy plains, you'll have to leave the cold-sensitive Chocobot behind. When it returns, talk to it to make it join you.





Kara Mountain Range Underground River



Objective: Receive the Skull Key and go to the Floating Rock Wasteland

After defeating Marilith in the Kara Mountain Range, stop by Lorimar Castle again, and receive the Skull Key from Seeba.

The next destination is the Underground Great River and the Undersea Volcano.

The entrance to the Floating Rock Wastes is, There are many ammonites.

Shortcut route

D14▸D13▸D12▸C12▸C13▸B13▸A13▸A12▸A11▸B11▸C11▸D11▸E11▸E12▸F12▸G12▸
G13▸F13▸G13▸G12▸F12▸E12▸E11▸F11▸E11▸D11▸C11▸B11▸B10▸A10▸A11▸A12▸
A13▸A14▸B14▸C14▸C15▸C16▸D16▸E16▸F16▸G16▸H16▸H15▸G15▸F15▸F14▸G14▸
F14▸F15▸G15▸H15▸H16▸I16▸J16▸K16▸K15▸L15▸M15▸M16▸N16▸O16▸O15▸N15▸
O15▸P15▸P14▸A14▸A15▸B16▸B1▸A1▸A16

Items & Magic obtainable along the route

Ice Brand, Skull Key

ENTRANCE Located in the snowfield area

[D14]

Karla Mountains

BOSS

Marilis

Best equipment

Weapons	Fire Flail
Helmet, Armor, Shield	Diamond Helm
	Flame Armor
	Fire Shield

Healing source: Healing Spring × 2

Minimum required passage items

Matock	Key
4	4

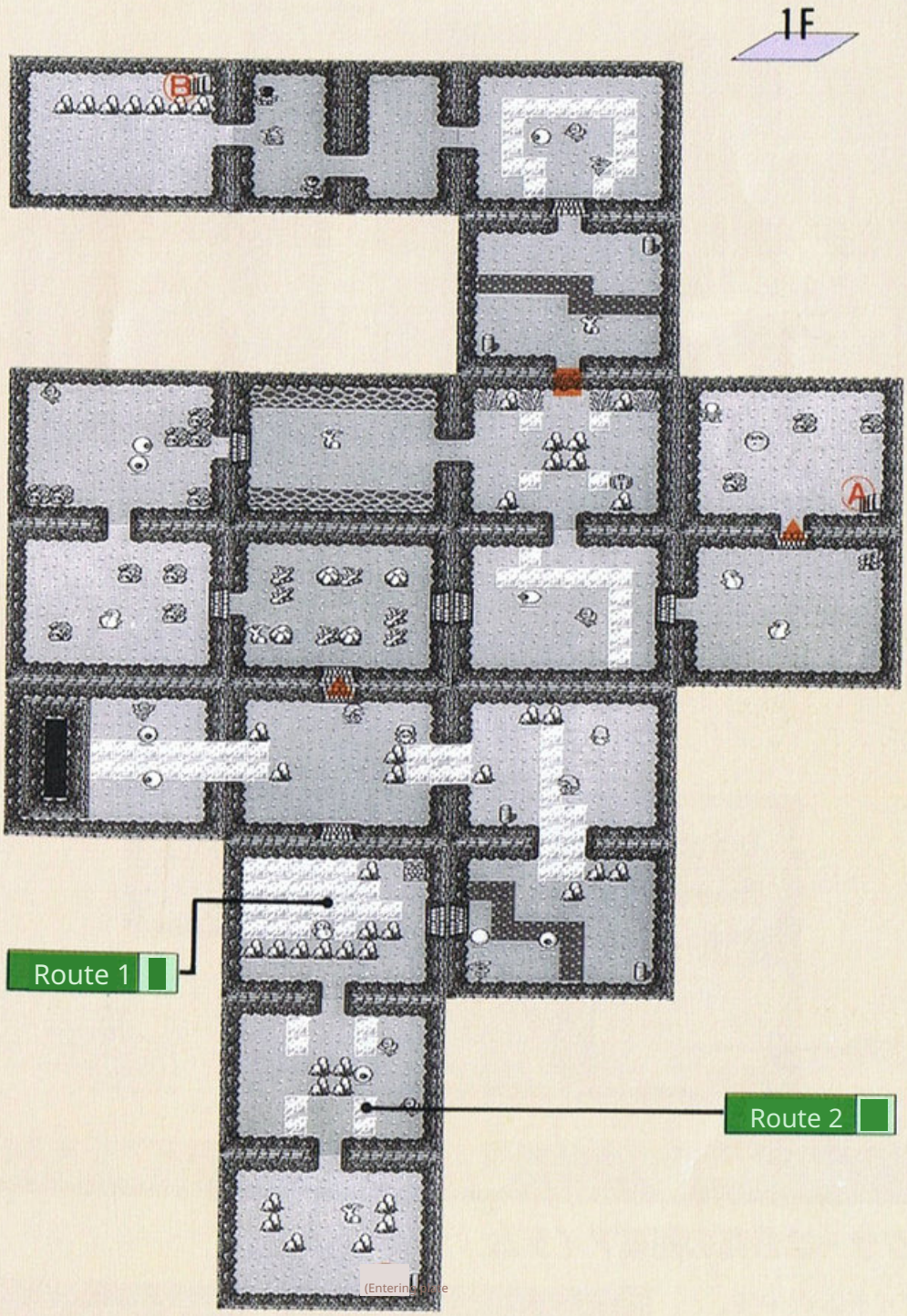
Items and magic obtainable

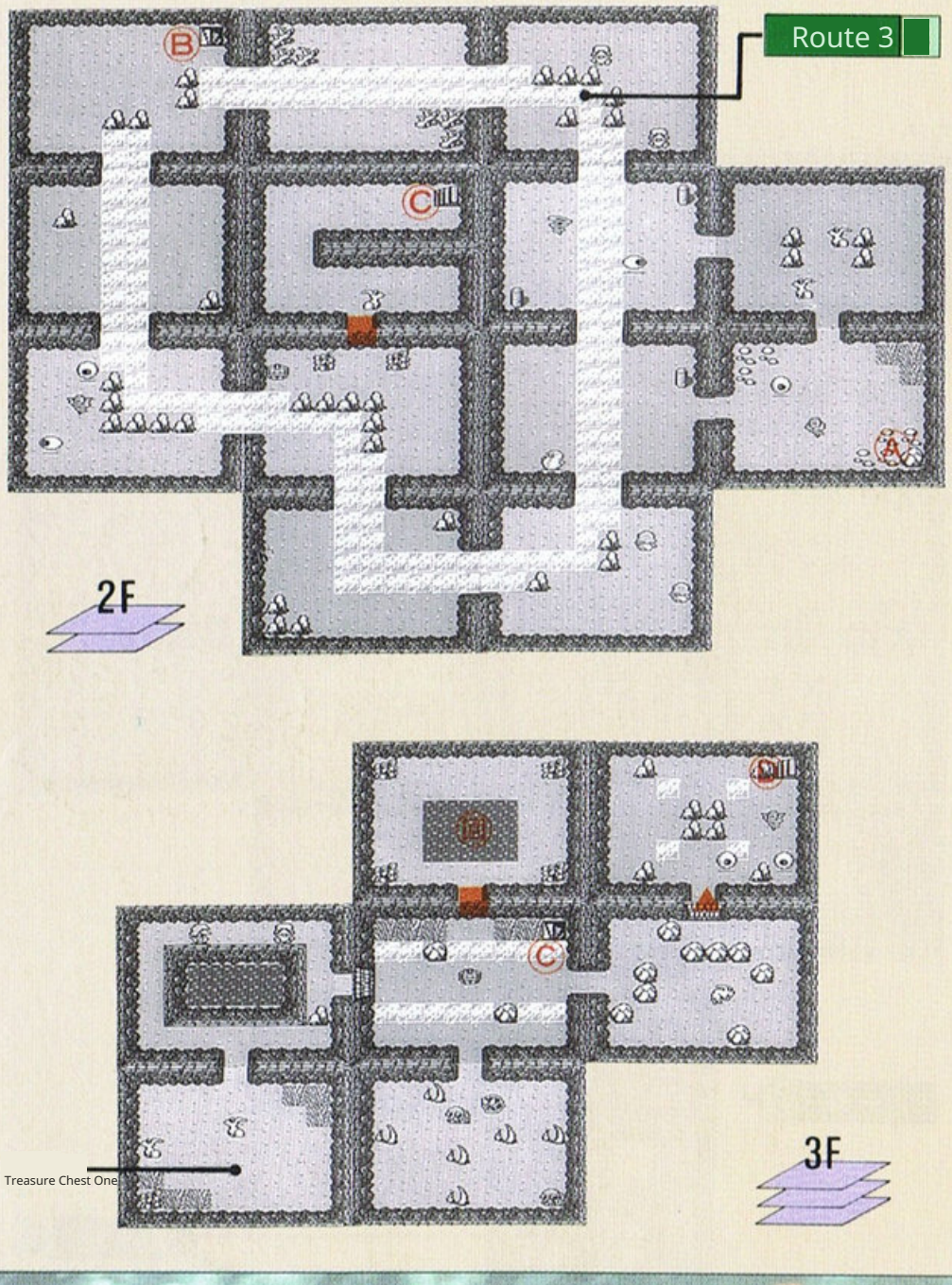
Ice Brand

Cave sealed by snow and ice

After parting with the Chocobot, the protagonist walked alone across the snowy plain and, in the cold, finally reached the entrance to the mountain range. On this mountain there is a monster to be defeated, Marilith. If we do not hurry, Seeba, who is trapped, will be in danger. However, various trials awaited the hurrying protagonist.

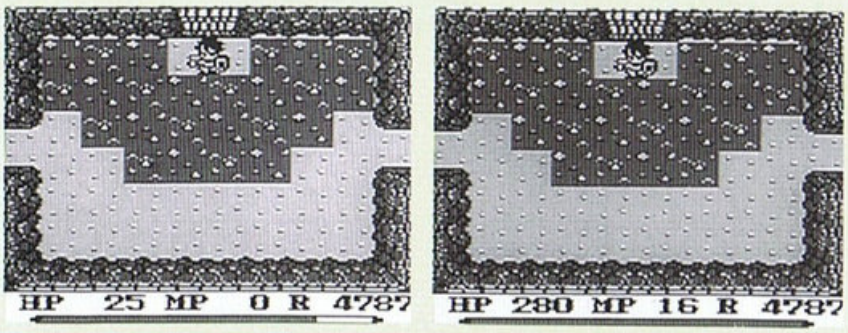
Dungeon MAP

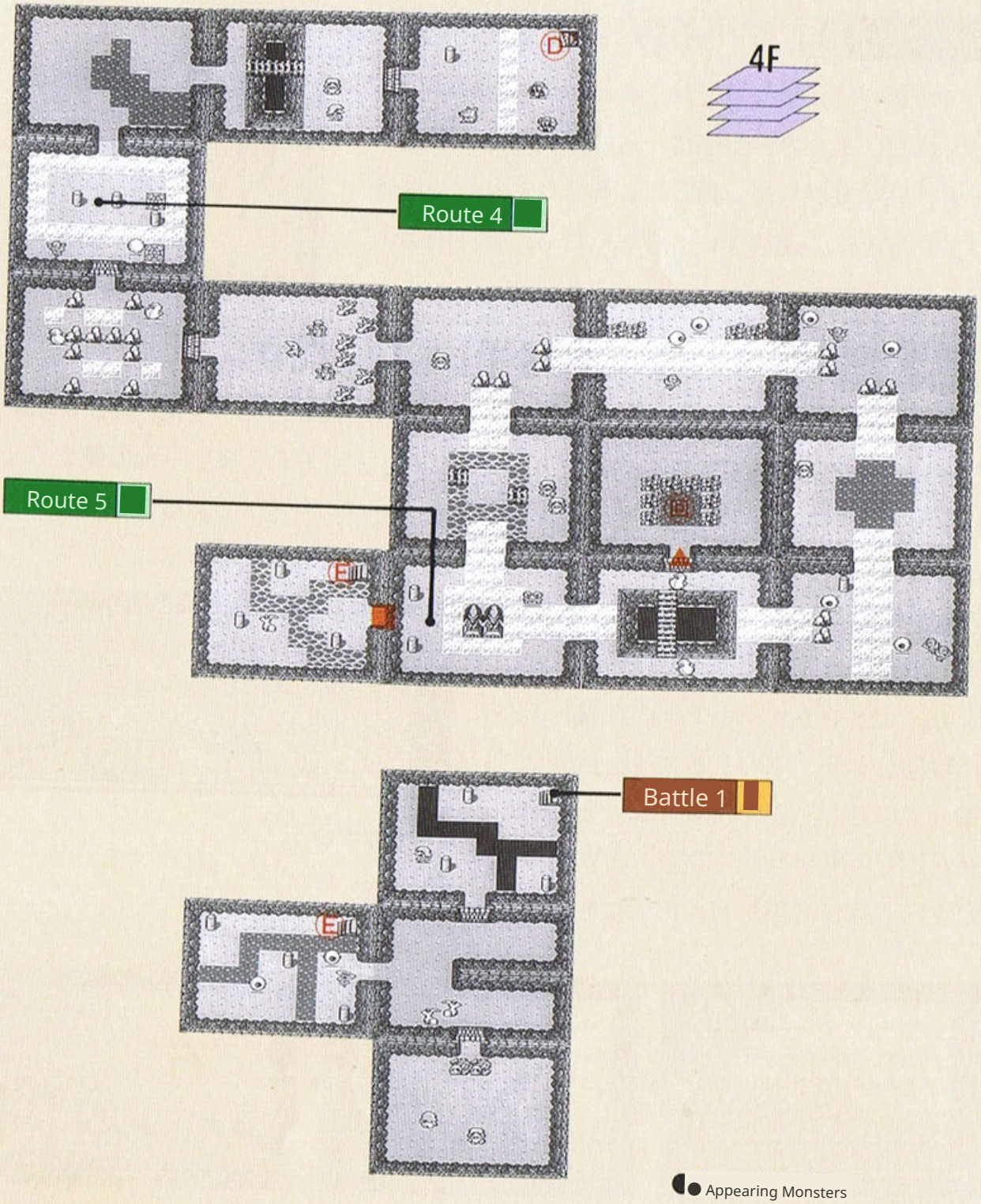




★The Elixir is the ultimate recovery item

Among recovery items,
saikouhou
it can be said to be the pinnacle
Elixir. This ite
Hit Points Magic Points
Mu restores both HP and MP
to MAX
indeed.



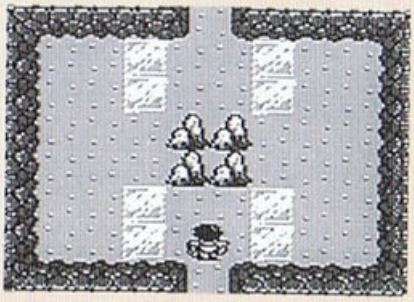


Appearing Monsters

Snowman
Duck Soldier
Air Element
Vilder
Poto
Phantasm
Saber Cat
Auras

Route 1 Proceed carefully, watching for slippery floors

This dungeon is filled with many slippery floors. The slippery floors only allow movement in a fixed direction and will push you out if approached from the opposite side. If you find you cannot proceed, choose a different path and continue onward.



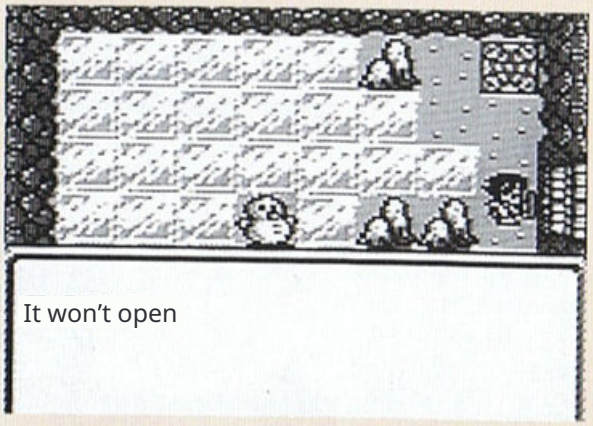
Route 2 Use switch floors to open the door

If you go up from the entrance, it becomes a bit complicated

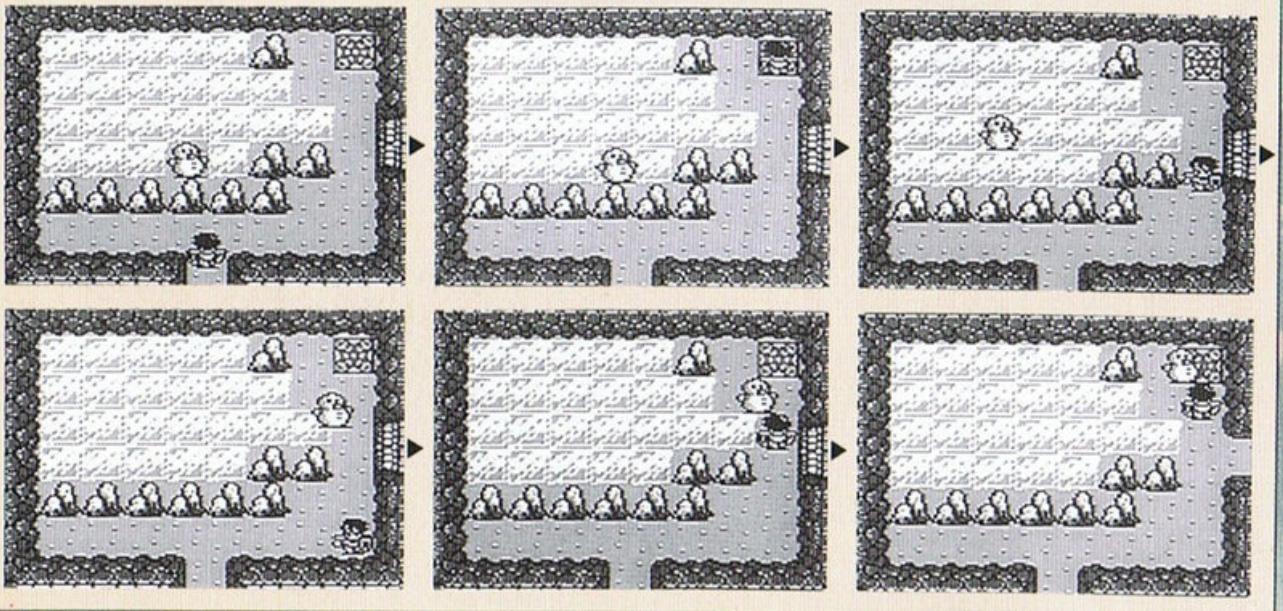
There is a puzzle room. Of course, unless you clear this, the door won't open and you can't proceed. To clear it, first step on the switch floor located at the upper right of the room. At this time, the snowman in the center will start moving, so quickly step off the switch floor and move downward. If you remain on the switch floor, you won't be able to move the snowman afterward, so be careful. Once the snowman leaves the slippery floor, then the swi

If you put it on the floor, it's OK. The door will automatically

I'll open it. If you make a mistake with the controls, go once to the room below and re-enter — it should be restored to its original state!



It won't open

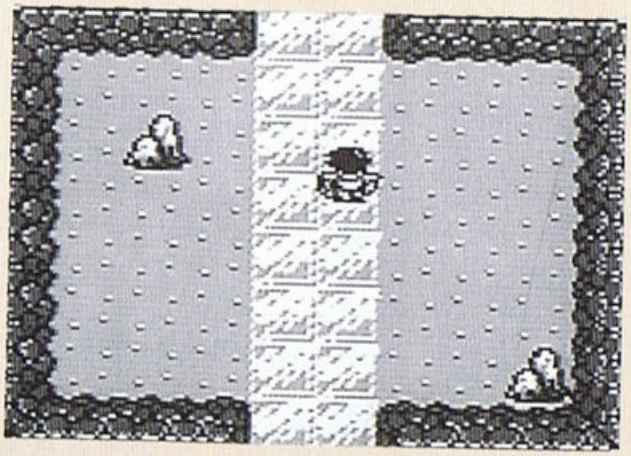


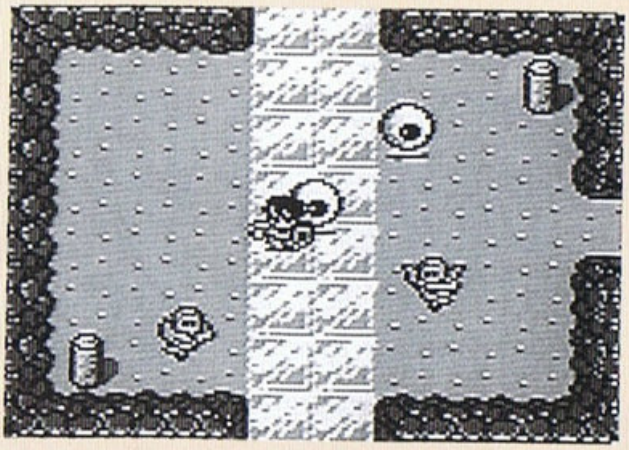
Route 3 Endless Slippery Floor

On the 2nd floor of the dungeon there is a route that seems to go on forever

There is a slippery floor. Once you step on it, you will...

You cannot descend until it breaks. Be careful, as enemies may sometimes ram into you.

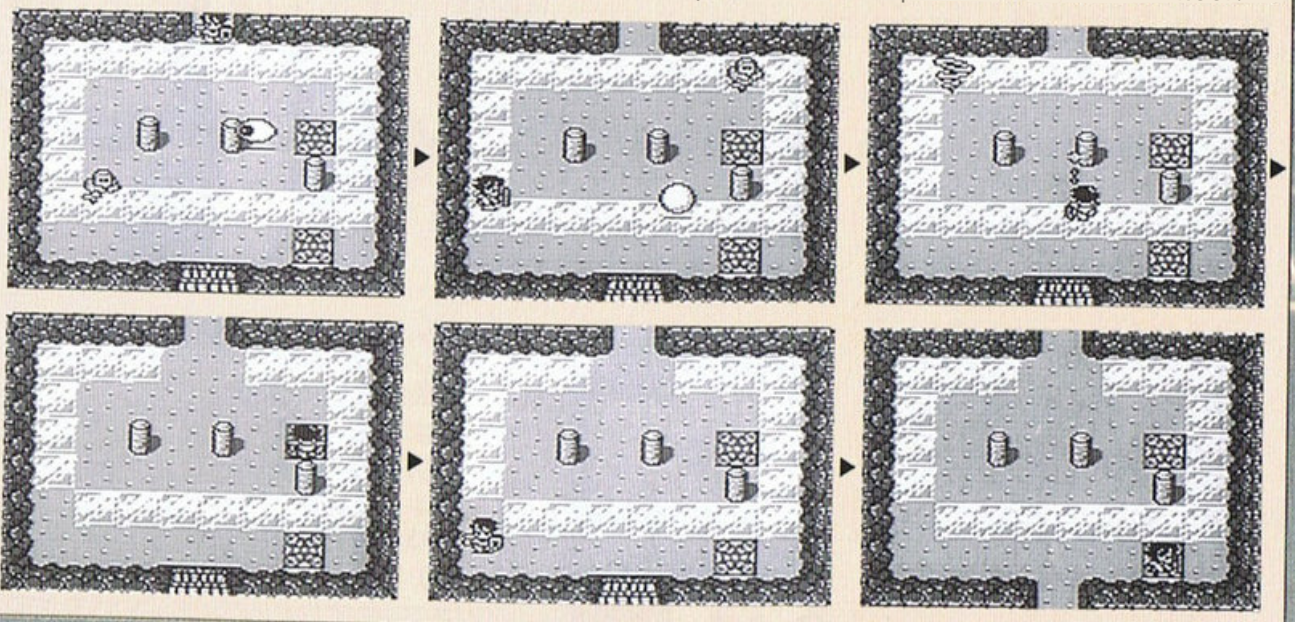


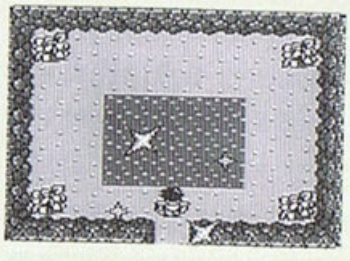


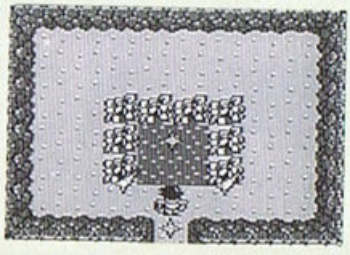
Route 4 Escape from the sliding floor using a chain flail

When you go up to the 4th floor and proceed, there is yet another puzzle room. First, avoid the enemies and step onto the slippery floor, then the chain flail

Move to the center. When you step on the switch floor, the sliding floor will stop, so escape, and then step on the other switch floor.







★There are two Healing Fountains

This dungeon has two Healing Fountains. One is on the 3rd floor and the other is on the 4th floor, so make use of them as you continue your adventure!!

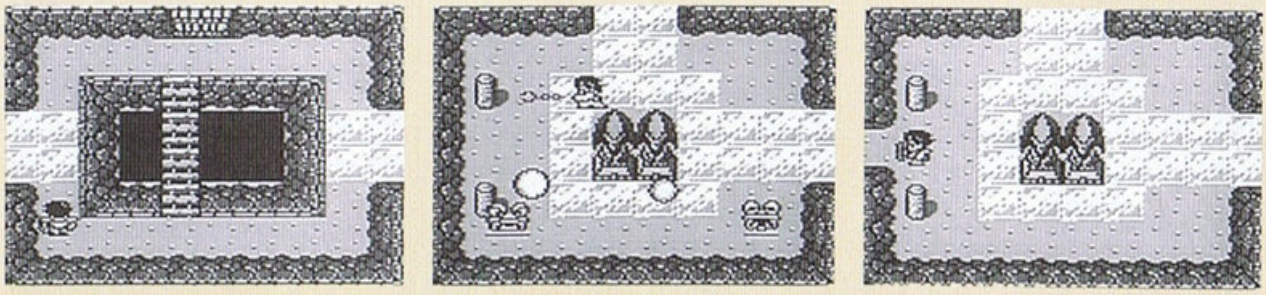
Escape using a Chain Flail from Route 5 and break the wall

Sculpture

Proceeding further on the 4th floor, there is a slippery floor t hat rotates once around a statue. To clear this, while sliding you must hook the Chain Flail onto the stake on the left and escape.

stake

If you successfully escape, break the wall on the left to move forward.



Combat & Strategy

Battle 1: Fight with Marilith

When you reach the summit of the Kara Mo untain Range and go right, you will face Marili th. Equip the best weapon, the Fire Flail, the b est magic, Fire, or the healing spell Cure, and enter the battle. Marilith attacks with a long ta il and Blizzard (icicles). If you defend against Bl izzard with Fire Shield, you will take no damag e. The trick to attacking is to [illegible] in the photo position above while Marilith is b elow, and when she comes up, aim for her he ad with a MAX attack. However, she may some times extend her tail into the position shown i n the photo, so flee downward at those

■ Technical Data

- Max HP / 1936
- Attack / 100
- Defense / 67-16
- Luc 120
- Experience / 166
- Item / Ice Brand

Best Weapon Fire Flail

Best Magic Fire

snake

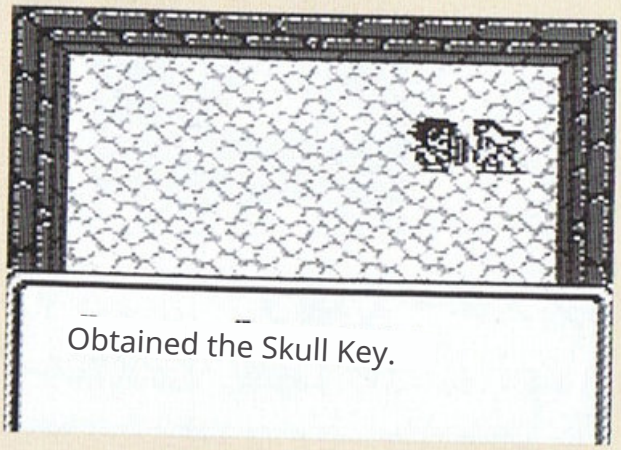
Her upper body is female, and her lower bo dy is a snake—a fearsome appearance commonly snake known as a snake woman. She has four arms, and

Controls Blizzard (icicle).

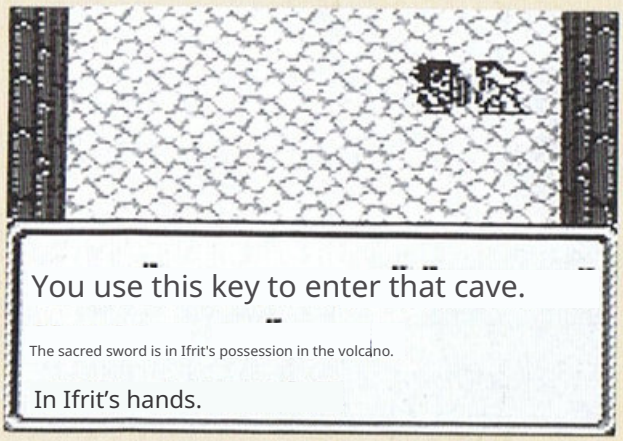
Rolimar Castle AGAIN

Message 1 Receive the Skull Key from Seeba.

When you defeat Marilith, the door at the upper right of Lorimar Castle will open, so go talk to Seeba.



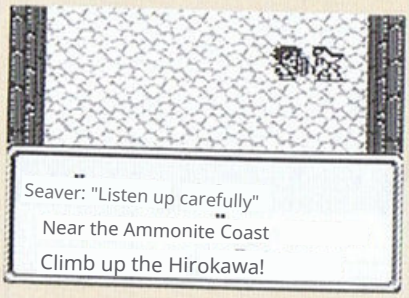
Once you receive the Skull Key, she will tell you the next destination, the Floating Rock Wilderness.

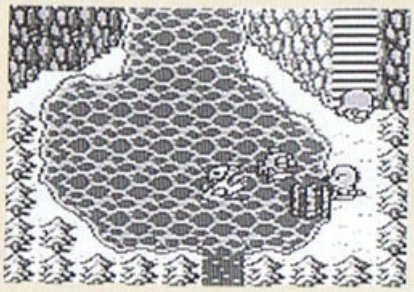


Field

[Lorimar Castle Underground Great River]

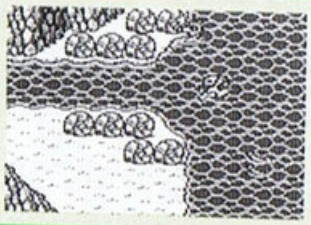
Field 1 Go out to sea and head for the Floating Rock Wilderness.





After leaving Lorimar Castle, head out to sea and go east. When you reach the end, go south and you'll find the entrance to the Floating Rock Wasteland.

Sanpashi



★ Entrance to the Floating Rock Wasteland

To reach the Floating Rock Wasteland, you must climb up the river at Ammonite Coast.

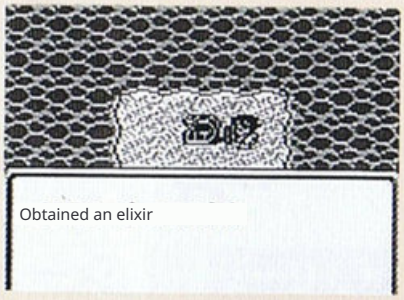
The entrance is flanked by many ammonites, so you should be able to find it easily.

Field 2 The Island Where Elixirs Appear

On the way to the wasteland, just east of the north of Ammonite Coast

sanshi

There is a small island here. There is also a pier for th e Chocobot, so some people might find it curious. In fact, if you land here, disembark from the Chocobot, and defeat all the sea dragons in the ocean, an Elixir will appear.



Field 3 Land in the Floating Rock Wasteland

Enter the wide river from Ammonite Coast and continue straight on

pier

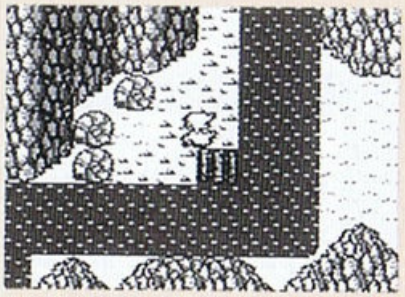
If you go along the river, there is a pier. If you land from there, then already

The floating rock wasteland is just ahead. If you follow the road, along the way there is

stake

There are stakes, so cross the river with a chain flail and head south

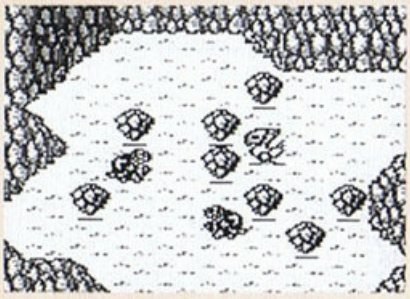
Let's proceed.

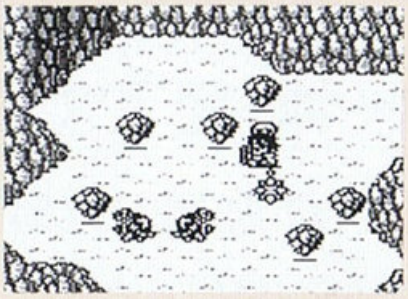


Field 4 Break the floating rocks with a morning star

Head south along the coast and go west at the end; floating rocks are blocking the way.

These floating rocks can actually be sm ashed with the weapon morning star.





There will be more floa ting rocks blocking the path ahead, so keep s mashing them to proce ed. You can also break them with a mattock.

Field 5 Two item shops in the wasteland

There are two item sho ps in the wasteland. One i s a regular item shop imm ediately after entering the wasteland (L15), and the other is a battle item sho p located east of the cave (A1). Make use of them.

Item shop	
Merchandise	Price (R)
Hi-Potion	160
Antidote	30
Eye Drops	60
Mole's Whisker	90
Golden Needle	120
Key	15
Matok	60

Item Shop	
Goods	Price (R)
Magic Bottle	640
Fireball	60
Fire Lock	240
Ice Rocket	320
Thunder Arrow	100
Thunderbolt	400

[Field 6

Two weapon and armor shops in the wilderness

In this wilderness, in addition to an item shop, there are two weapon and armor shops. One is An at the northernmost tip of Monite Coast (B14). The other is near the cave (P14).

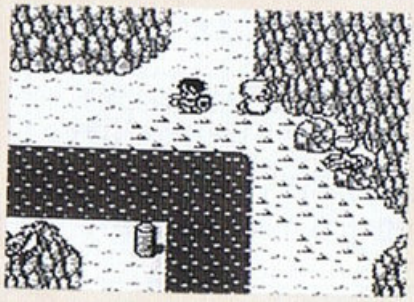
Weapon & Armor Shop	
Goods	Price (R)
Thunder Spear	11250

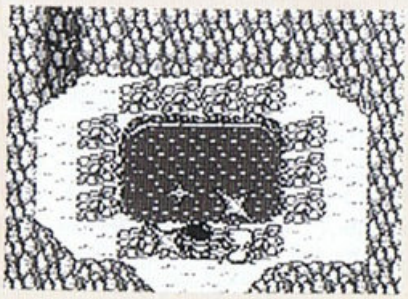
Weapons & Armor Shop	
Merchandise	Price (R)
Ice Shield	6200
Ice Armor	7350

For now, at this stage They become the strongest equipment, so buy a and have them ready.

Field 7

There is a healing spring near the entrance to Ammonite Coast





Land on Ammonite Coast, and go north fr om the field with the s takes and you will fin d a healing spring. Us e it if you are worried.

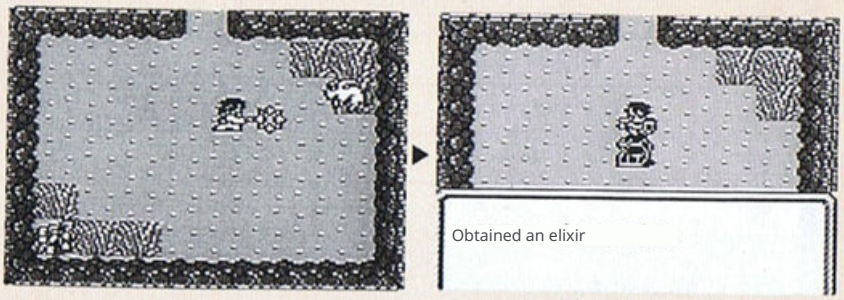
Appearing monsters	Sea Dragon, Mantari, Griffon Hand	Tortoise Knight

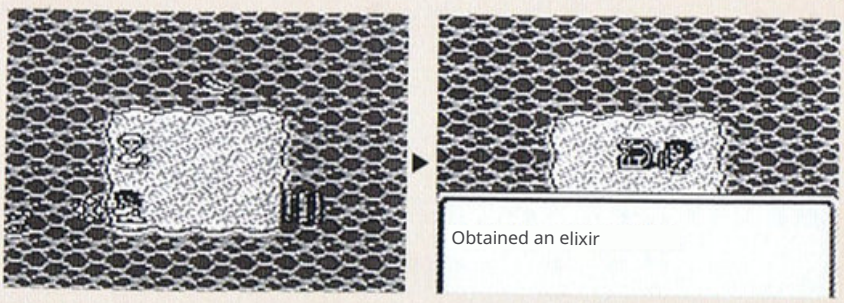
Information Obtained

AtoZ for Warriors

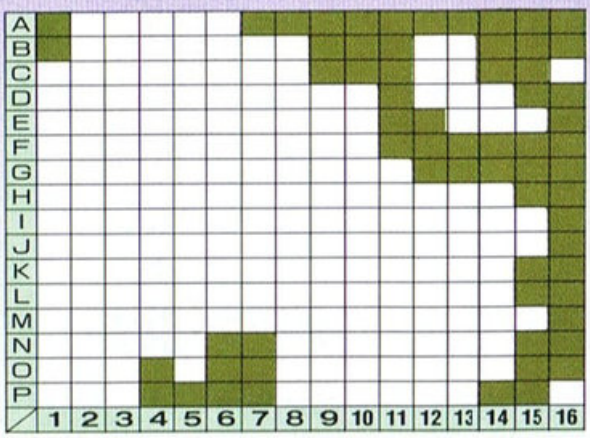
Tip I: Gather Elixirs!

As mentioned earlier, E lixirs appear in the lower-l eft room on the 3rd floor of the Kara Mountains an d on the island near Amm onite Coast. In fact, these Elixirs can be obtained in definitely by repeatedly de feating enemies. You shou ld definitely collect them.





Underground Great River · Undersea Volcano Sealed Cave



Objective: Obtain the Rusted Sword and go to the Sealed Cave

Clear the Underground Great River and the Undersea Volcano,

When you obtain the rusty sword,

For now, let's return to Ishu Town.

Then from Bonboyaji,

You can ask about the Sealed Cave.

If you go north from Ish, there should be an entrance.

Shortcut route

A16▸A1▸B1▸B16▸B15▸A15▸A14▸P14▸P15▸O15▸N15▸O15▸O16▸N16▸M16▸L16▸
L15▸K15▸K16▸J16▸I16▸H16▸H15▸G15▸F15▸F14▸G14▸F14▸F15▸G15▸H15▸H16▸
G16▸F16▸E16▸D16▸D15▸C15▸C14▸B14▸A14▸A13▸A12▸A11▸A10▸B10▸B11▸C11▸
D11▸E11▸F11▸E11▸E12▸F11▸G12▸G13▸F13▸G13▸G12▸F11▸E12▸E11▸F11▸E11▸D11▸
C11▸B11▸B10▸A10▸A9▸A8▸A7▸A8▸A9▸B9▸C9▸C10▸C9▸B9▸A9▸A8▸A7▸P7▸
O7▸N7▸N6▸O6▸P6▸P5▸P4▸O4

Items & Magic obtainable along the route

Majin Axe Rusted Sword

ENTRANCE Where the Rusted Sword Sleeps

[A16]

Underground Great River · Undersea Volcano

BOSS

Kraken

Ifrit

Best equipment

Weapons	Thunder Spear
Helm and Armor Shield	Diamond Helm
	Ice Armor
	Ice Shield

Healing Source = Healing Spring × I

Minimum required passage items

Matock	Key
13	5

Items and magic obtainable

Majin Axe

Rusty Sword

Cave of Gushing Lava

Using the skull key he received from Ciba, the protagonist entered the cave.

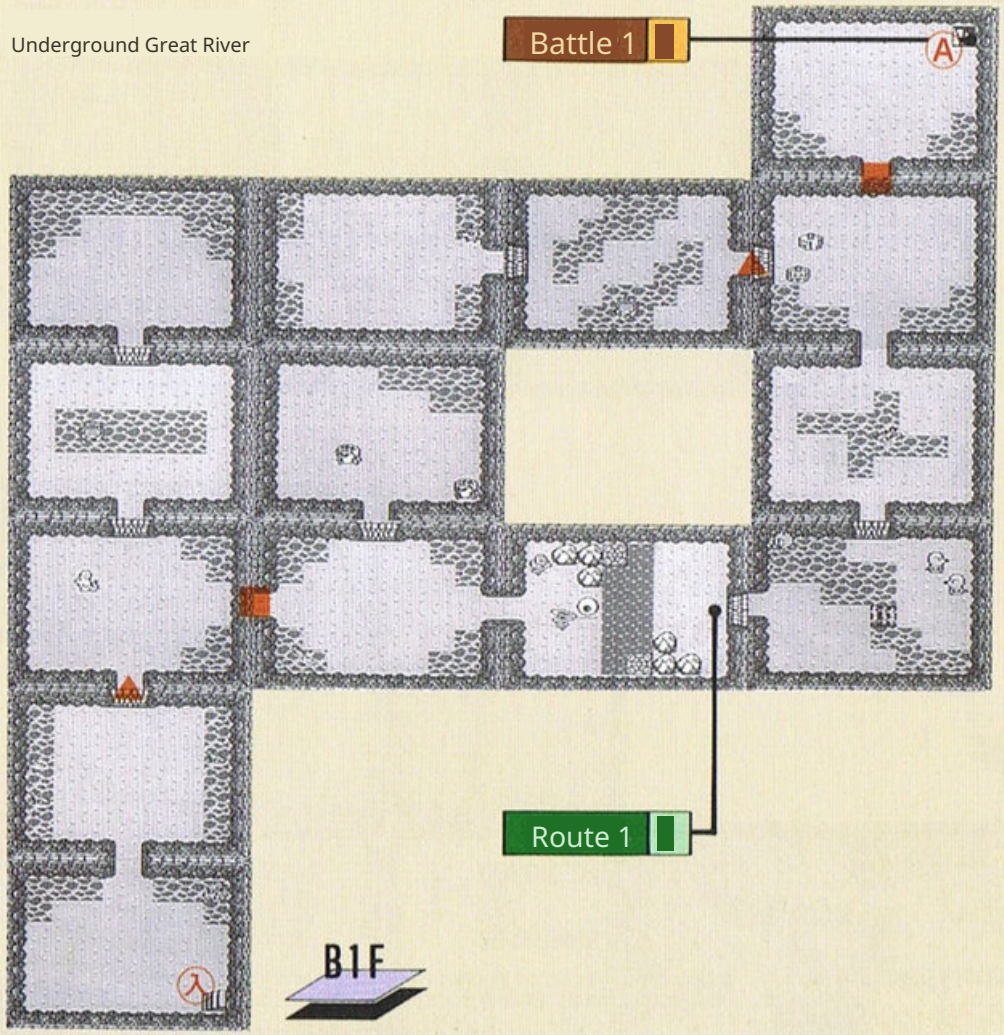
Beyond this point lies the sacred sword that is said to have once destroyed the Bandor Empire.

Advancing along the underground great river, the protagonist struggles against monsters that attack from the water's edge, but eventually reaches the submarine volcano. There,

yōgan (lava)

the cave was one where lava spewed up.

Dungeon MAP



yōgan (lava)

★Lava that deals severe hand damage

The submarine volcano is far more manageable than before

There is a spot where you can take heavy damage.

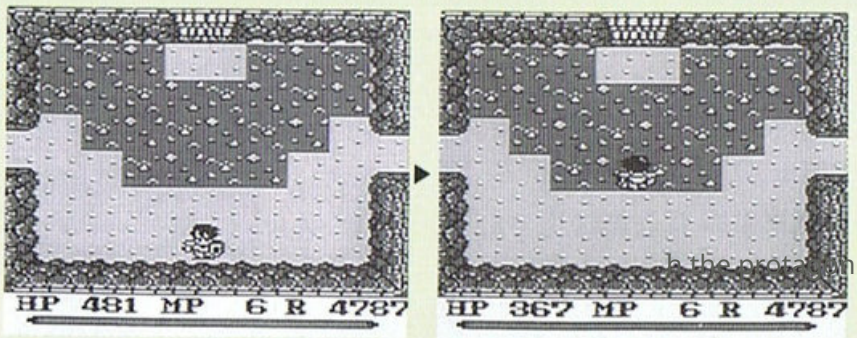
yōgan (lava)

It is lava. Magma is gushing forth from a fissure in the ground,

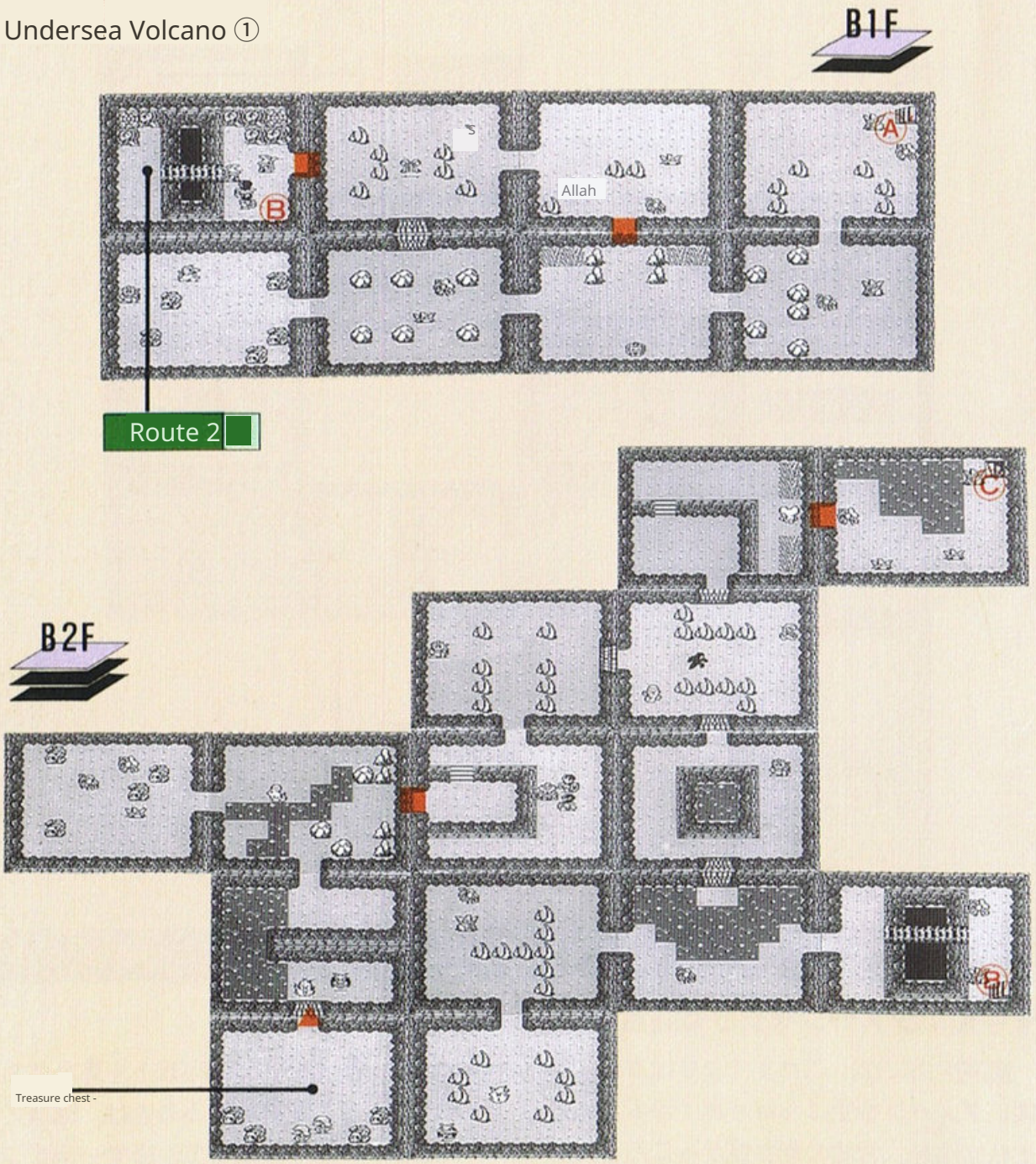
and taking a single step onto it

Hit Points

Just by touching it, more than 90% of your maxi mum HP will be taken. When passing through here, equip a healing item or Cure, and always move one step at a time, repeating “heal when you’ve lost HP.” By the way, when you take damage an d the protagonist is flashin g, they become invincible, s o if you move quickly you c an advance 2 or 3 extra ste ps. However, don’t forget th at this is a huge gamble wit h the protagonist’s life as the stake.

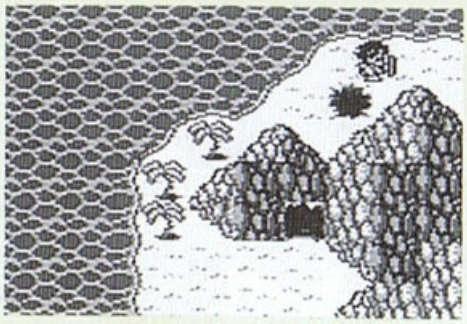


Undersea Volcano ①

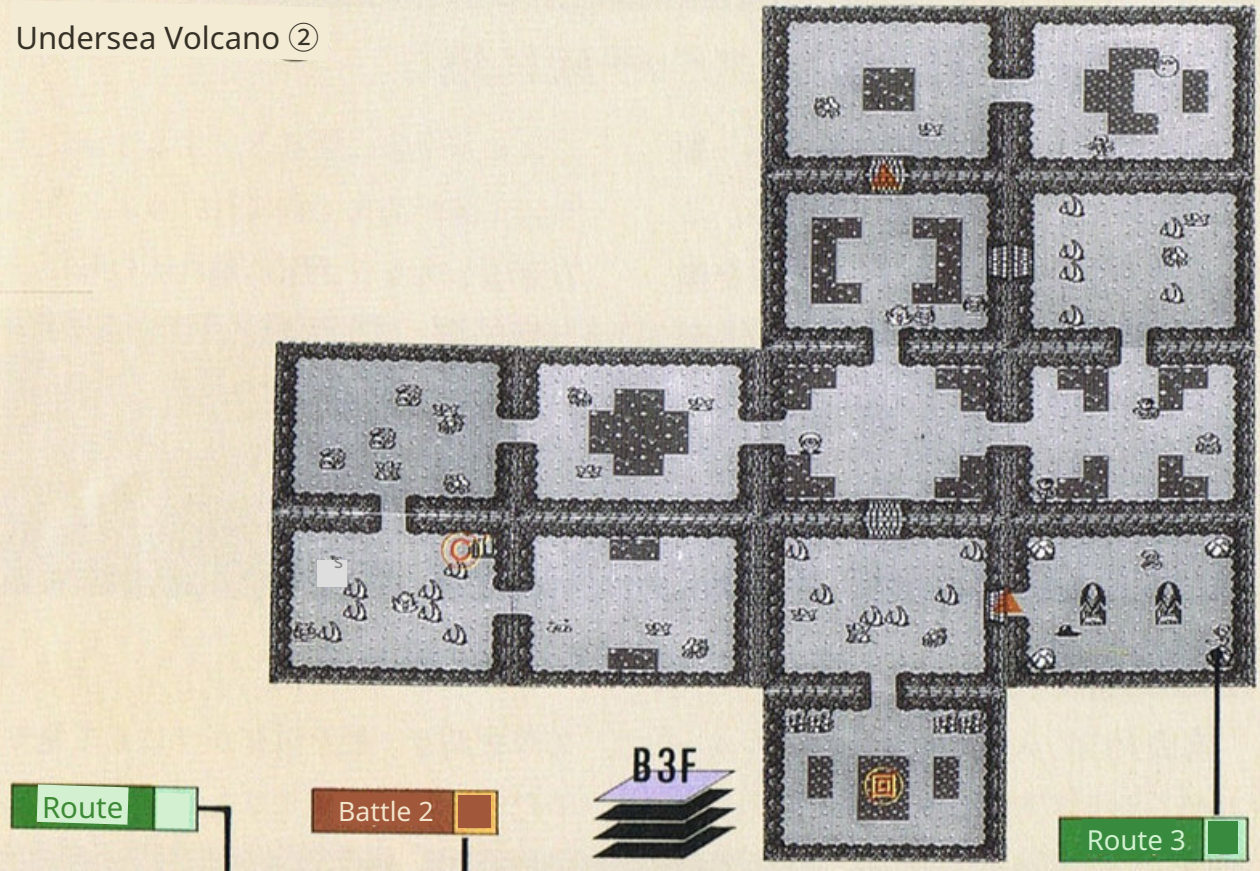


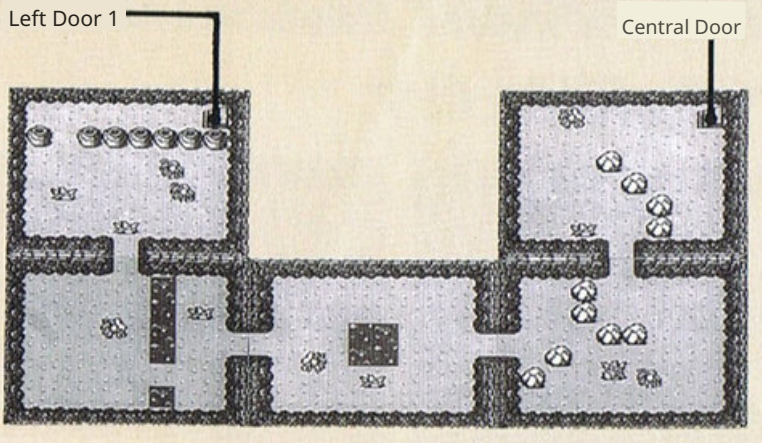
★Enter the Subterranean River and Proceed to the Undersea Volcano

After defeating the Kraken in the subterranean river, enter the hole that appears to surface above ground. The cave visible at the lower left of that hole is the entrance to the undersea volcano. You cannot go directly to the cave from here, so first head south. Then, follow the path around the mountain to reach the entrance.



Undersea Volcano ②



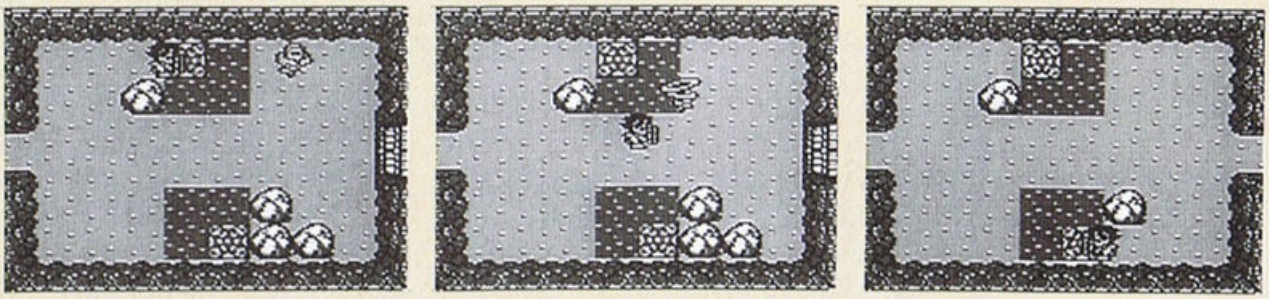


● Appearing Monsters

- Gulfish
- Sea Dragon
- Wererat
- Pumpkin Bomb
- Wizard
- Dark Stalker
- Gargoyle
- Gas Cloud
- Tortoise Knight
- Fire Moss
- Earth Element
- Phantasm
- Ice Spy
- Red Wisp

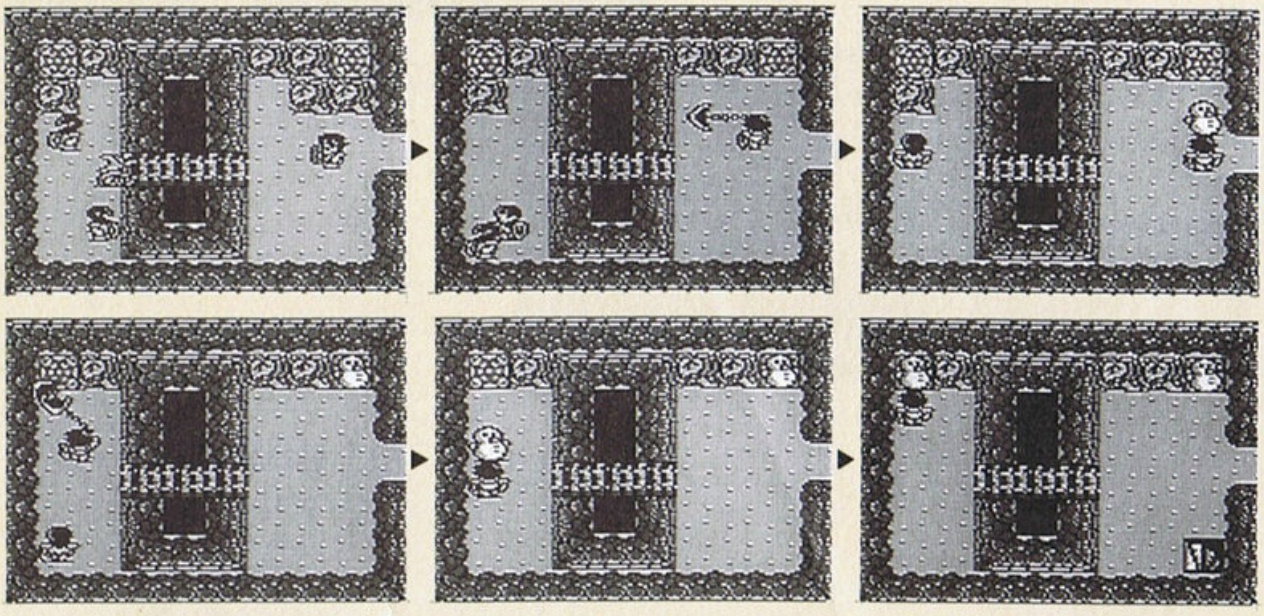
Route 1 Break the rock and stand on the switch tile

When you enter the underground river and proceed, t here is a pool of water that divides the room left and rig ht. To pass through here, first break the upper rock and stand on the switch tile. Then part of the water po ol will disappear and you can go to the right. Break the l ower rock and stand on the switch tile to complete it.



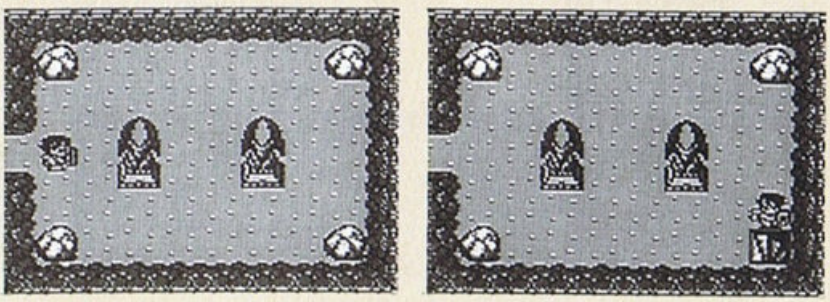
Route 2 Place a snowman on the switch tile

When you enter the underwater volcano, there is a puzzle room. The way to clear it is around the switch floors. Mow the grass and simply turn an enemy into a snowman and place it on the tile. If you place it on the left or right, a staircase will...



Route 3 Break the rock to reveal a hidden staircase

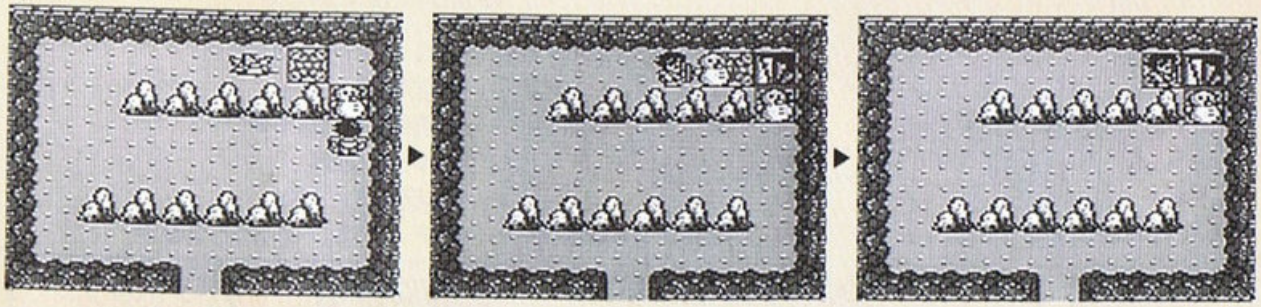
On B3 of the underwater volcano, in t he room above and to the right of the heali ng spring, there is a hidden staircase. Destroy one of the four ro cks and it will appear.



Route 4: Place snowmen on the switch floors.

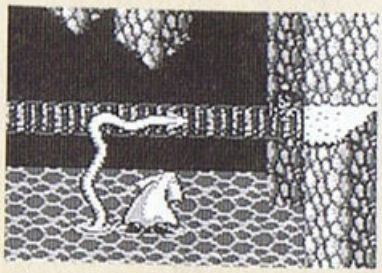
In the room beyond the right door there are t
wo switch floors. If you place one snowman on
each of them, a hidden staircase will appear.

However, you cannot descend the staircase whi
le they remain on the switches, so break one sn
owman to make a path.



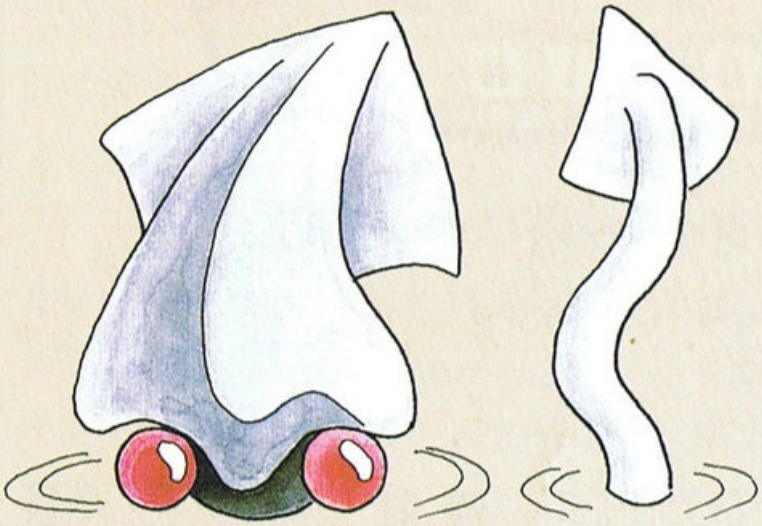
Combat & Strategy

Battle 1: Fig with the Kraken



The Kraken reaches its long arms toward the center of the bridge from both sides.

Wait at the edge, and when it retracts its arms, use a MAX attack —that is the best tactic.



● Technical Data

- Max HP / 2000
- Attack / 140
- Defense 65-2
- Ruku 120
- Experience Points/190
- Item/-

Best Weapon	Thunder Spear
Best Magic	Thunder

Kraken

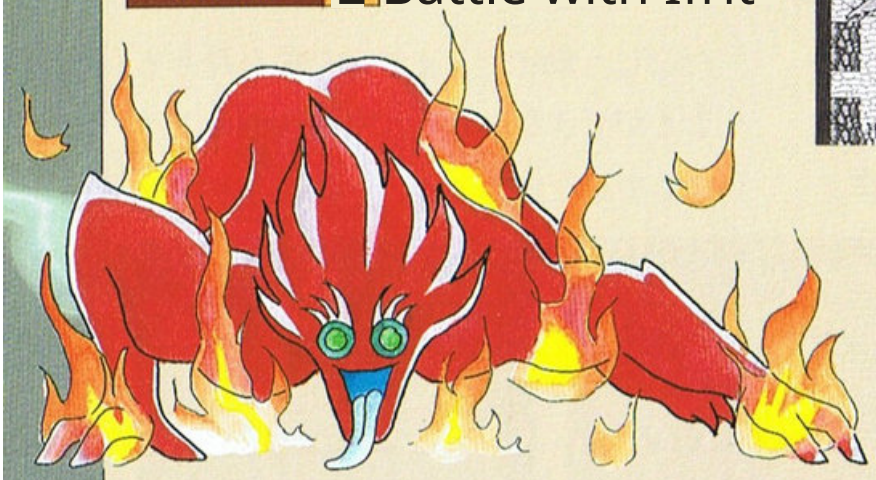
A giant squid living in the Arctic. How many
With several slimy arms,
It can engulf any ship. Also,
it has a habit of turning the sea black.

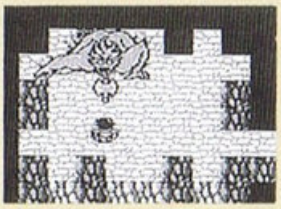
★There is also a healing spring in this cave

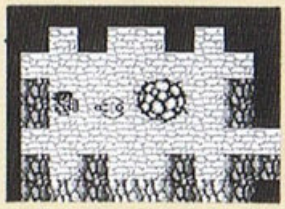
There isn't one in the underground great river, but there is a healing spring at the submarine volcano. It's located deep on B3F, but

Considering the boss monster battle that appears later, it might be good to make use of it.

Battle 2 Battle with Ifrit







Technical data

- Max HP / 2336
- Attack Power / 129
- Defense / 16-8
- Gulden / 250
- Experience / 200
- Item / Rusty Sword

Best Weapon	Majin Axe
Best Magic	Cure

Among the bosses, this Ifrit moves in a very complex way. For attacks, a MAX attack is best above all. In particular, when it becomes a ball of flame and is flying around the screen, it is effective to dodge while waiting for the gauge to reach MAX and then throw an axe or the like. Heal quickly!!

特 Sign

Spirit majinn

A monster called both a Fire Spirit and a Demon. Its body is always wreathed in flames

shakunetsu

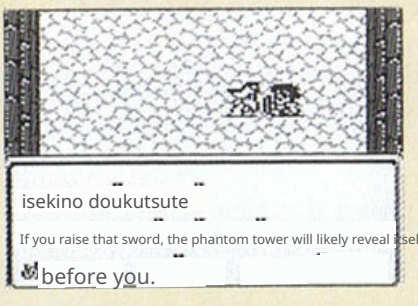
The sacred being is covered and, becoming a scalding mass, attacks its victims.

Rolimar Castle AGAIN

Message 1 Hear from Sheeva about the Tower of Daim

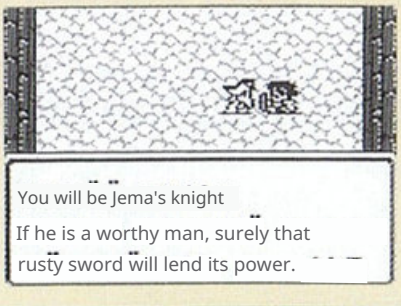
Returning to Lorimar Castle, you receive new information from Sheila. It is that you should borrow the power of the Holy Sword. In the ruins' passage, the Holy Raise the sword and make the Tower of Dime rise or so they say. Bonboyage seems to know the route to the passage in detail.

Let's go to Ishu again.



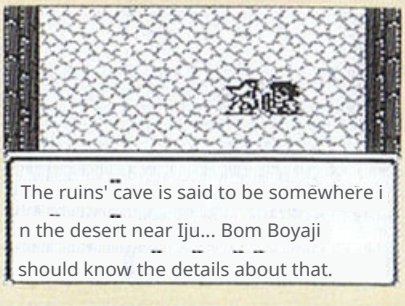
isekino doukutsute

If you raise that sword, the phantom tower will likely reveal itself before you.



You will be Jema's knight

If he is a worthy man, surely that rusty sword will lend its power.



The ruins' cave is said to be somewhere in the desert near Iju... Bom Boyaji should know the details about that.

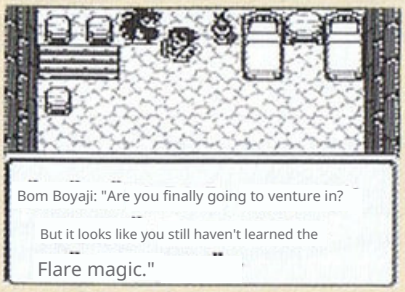
Town of Ish AGAIN

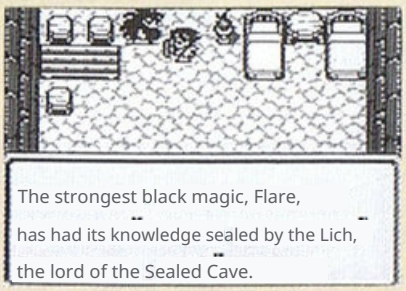
Message 1

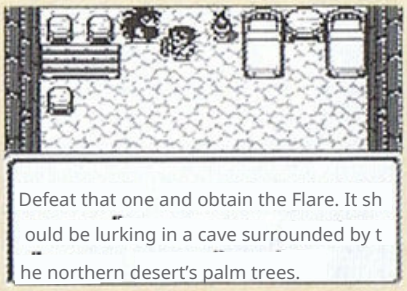
Ask Bom Boyaji about the location of the Sealed Cave.

When you arrive in Ish and meet Bom Boyaji, he will tell you information about the Flare magic.

It seems the Lich, the lord of the Sealed Cave, has sealed that knowledge. By the way, the Sealed Cave is located in the northern desert where many palm trees grow.


It seems Flare's knowledge has been sealed by the lord of the Sealed Cave, the Lich
Bom Boyaji: "Are you finally going to venture in?
But it looks like you still haven't learned the
Flare magic."





Field

[Ish Town — Sealed Cave]

Field 1: Entrance to the Northern Desert

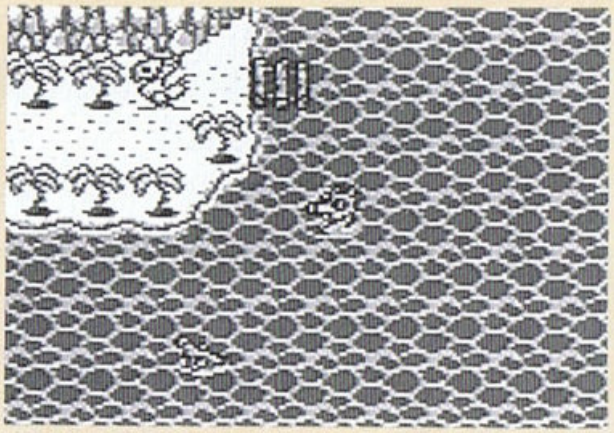
pier

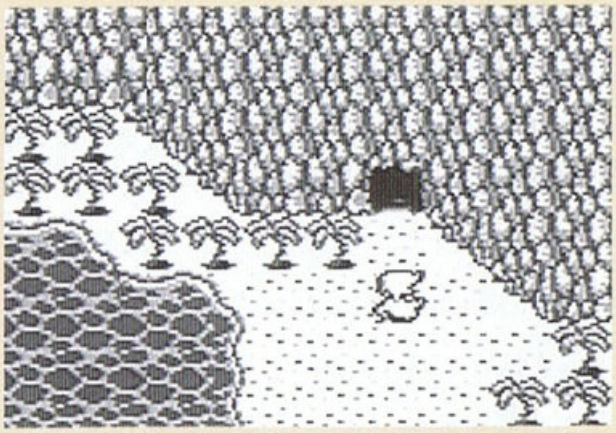
From Ish Pier, go straight north and you'll find a pier with palm trees growing nearby.

Sanpashi

This is the entrance to the Northern Desert.

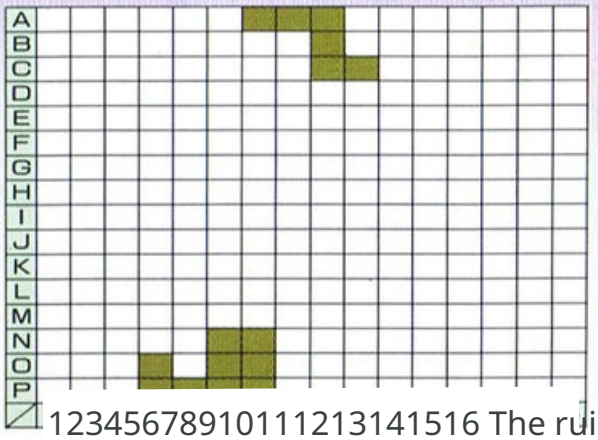
After landing, follow the palm trees westward and you'll see the Sealed Cave appear.





Monsters encountered: Sea Dragon, Mantari, Griffon Hand

Passage of the Sealed Cave Ruins



Objective: Obtain Flare and open the ruins' passage

After defeating the lich in the Sealed Cave and obtaining the Flare,

return once to the town of Ish and meet Bonboyaji.

There, he should be able to tell you how to enter the ruins' passage.

He should be able to explain how to get in to the ruins' passage there.

The ruins' passage is located in the Glass Desert.

Shortcut Route

O4▸P4▸P5▸P6▸O6▸N6▸N7▸O7▸
P7▸A7▸A8▸A9▸B9▸C9▸C10▸
C9▸B9▸A9▸A8

Items & magic obtainable along the route

Flare

ENTRANCE Surrounded by palm trees

【04】

Sealed Cave

BOSS

Lich

Best equipment

Weapons	Majin Axe
Helmet, Armor, Shield	Diamond Helm
	Flame Armor
	Fire Shield

Recovery Source = None

Minimum required passage items

Mattock	Key
0	0

Items and magic obtainable

Flare

Unseal the Flare!!

The protagonist reached the Sealed Cave after passing through a grove of palm trees. Beyond this point, the flare—said to be the strongest black magic—is sealed away. However, to break the seal on the flare, there is no choice but to defeat the lich that dwells in this cave...

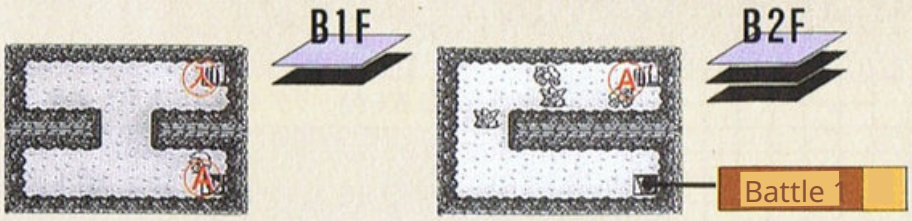
★What is the strongest magic, Flare?

Flare is regarded as the highest-ranking form of black magic. It can destroy matter at the atomic level, and its power can turn anything into nothing in an instant.

kuda

to crush (it), it is said.

Dungeon MAP



● Appearing monsters

Duck Soldier

Fire Moss

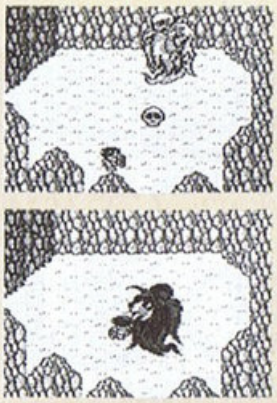
Earth Elemental

Combat & Strategy

Battle 1: Battle with the Lich

Avoid the skulls the lich launches and keep thr

owing the axe with MAX attacks to defeat it!!



● Technical data

- Max HP / 1888
- Attack / 156
- Defense / 29
- Luc / 200
- Experience / 178
- Item / Flare

Best Weapon	Majin's Axe
Best Magic	Fire

Cleric

The corpses of mages, clerics, and others have been specially revived—among the undead

Even as a minor one, it's a rather strong monster.

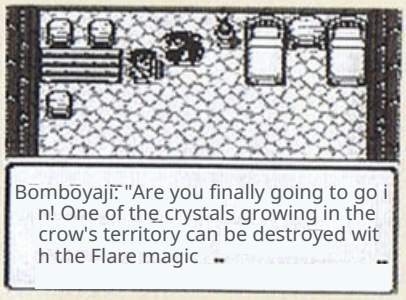
Its appearance is like that of the Grim Reaper.

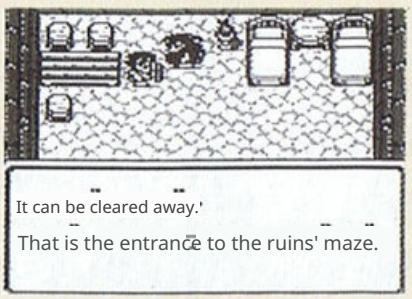
Town of Ish

A GAIN

Message 1

Obtain information from Bomboyaji once more

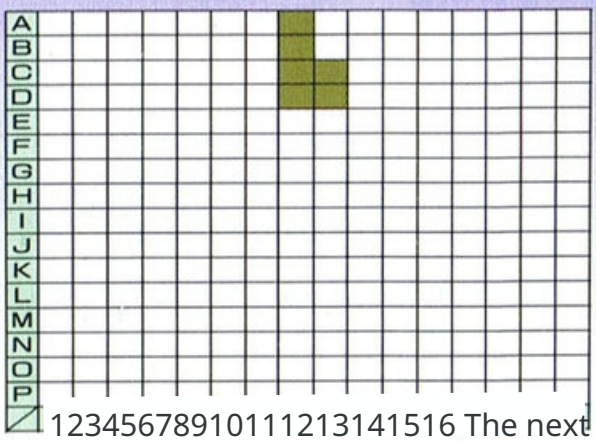

Bomboyaji: "Are you finally going to go in! One of the crystals growing in the crow's territory can be destroyed with the Flare magic



After obtaining Flare, listen to Bomboyaji.

Crystals that can be broken with Flare will ring with a metallic sound if you hit them with a weapon.

Ruins Passage — Tower of Dime



Objective: Use the Rusty Sword to raise the Tower of Dime

When you find a crystal that can be broken with a weapon,

break it with Flare.

Beyond that is the passage of the ruins.

If you hold up the rusted sword at the deepest part,

The Tower of Dime will rise in the southwest of the ruins.

The next destination is the Tower of Dime!!

Shortcut Route	A8▸B8▸C8▸C9▸D9▸D8

Items & magic obtainable along the route
Dragon Shield, D gon Buster

ENTRANCE There is a switch that makes the tower rise

[A8]

Passage of the ruins

BOSS
Mantis Ant

Strongest equipment	
Weapons	Majin Axe
Helmet	Diamond Helmet
Armor	Ice Armor
Shield	Ice Shield

Recovery Source = None	
Minimum required passage items	
Mattock	Key
0	0

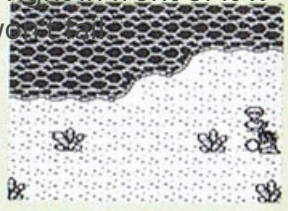
Items and magic obtainable
Dragon Shield
Dragon Buster

Seiken Densetsu Once Again...

When you break the crystal blocking the passage of the ruins, a dark hole is revealed... Entering it, the passage still retains its old appearance exactly as it was. Will you be acknowledged as a knight of Jema? With anxiety in his heart, the protagonist moved deeper inside.

★Open the entrance to the ruins' passage

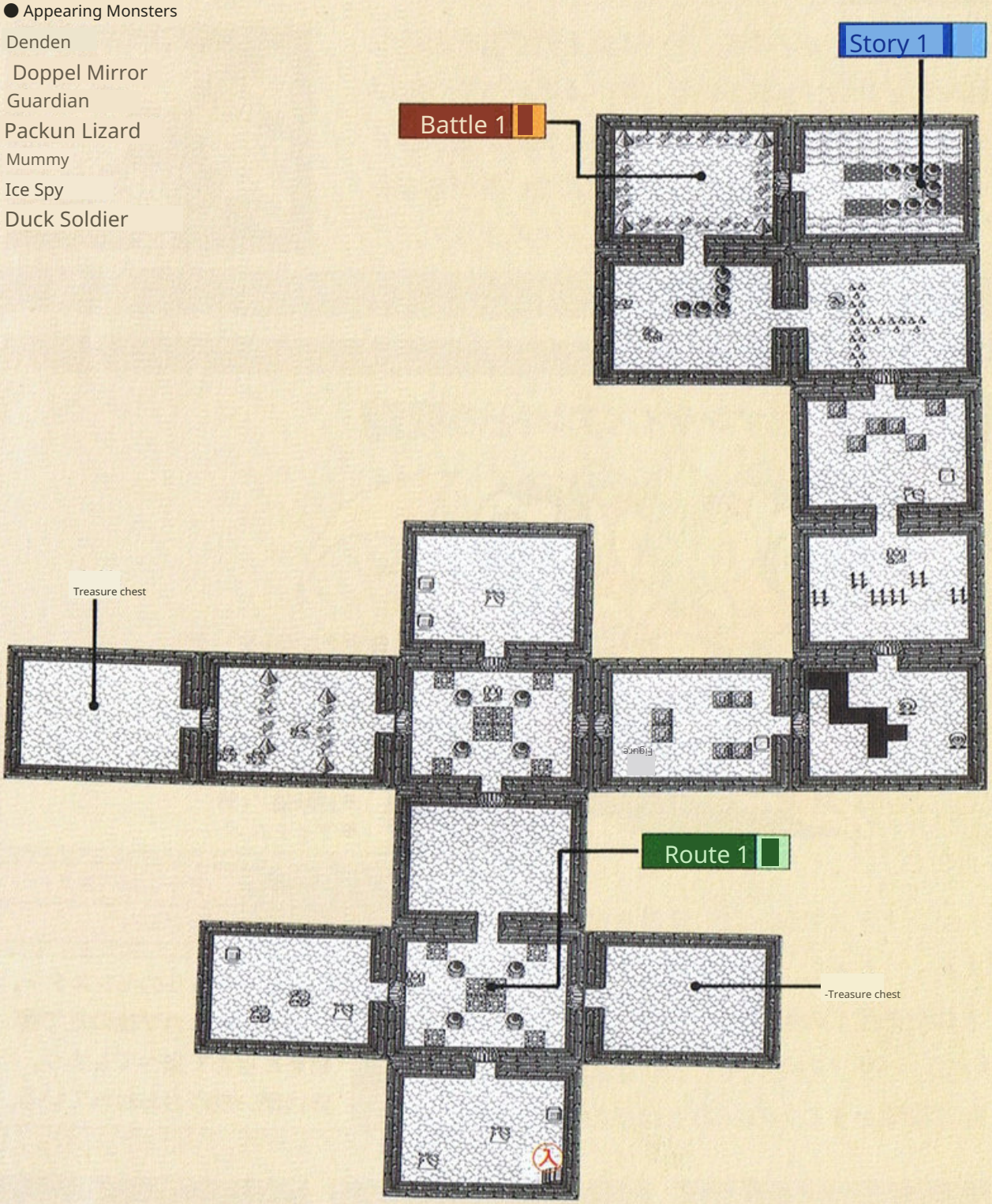
If you equip Flare and use it on the crystal, the entrance to the passage will open. However, Flare only travels in a straight line, so if you stand right in front of it when you use it, you w



Dungeon MAP

● Appearing Monsters

Denden
Doppel Mirror
Guardian
Packun Lizard
Mummy
Ice Spy
Duck Soldier



Route Development

Route 1 Floor with rotating floors

This dungeon contains tiles that function the same as slippery floors,
Rotating floors are set as traps. The slippery floors are very smooth
sōshoku hodoko
In contrast, the rotating floors are decorated quite elaborately.
Of course, there are passable and impassable areas,
so if you get pushed back, try entering from a different tile.

Combat & Strategy

Battle 1 Battle with the Mantis Ant

Technical data

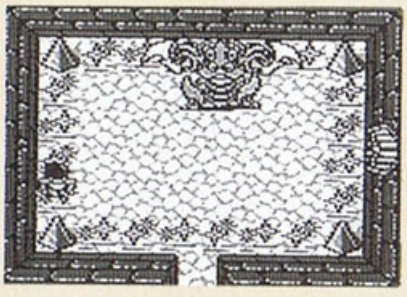
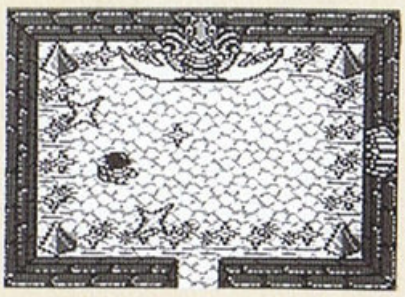
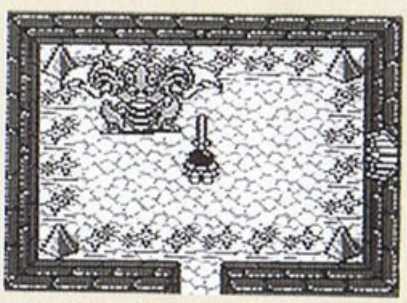
- Max HP / 2000
- Attack / 121
- Defense / 40
- Luc / 220
- Experience / 199
- Item / -

Best Weapon	Dragon Buster
Best Magic	Cure

Characteristics

A gigantic mantis-like monster.
It seizes with two large scythe-shaped legs
It captures prey and eats it.
The body is covered with a hard skin.

The Mantis Ant is a monster without weapons. However, because the battle takes place in a room surrounded by barriers, it is fairly tough. Evade until you are right at the edge of the barrier and then perform a MAX attack. After that, keep healing relentlessly.

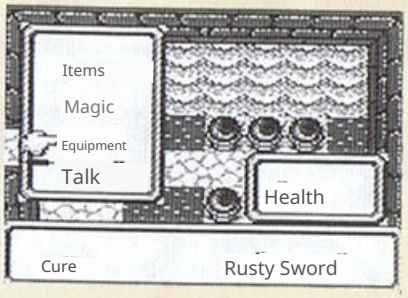




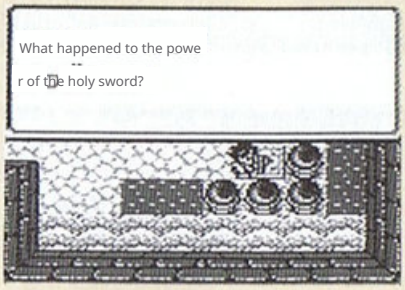
Story development

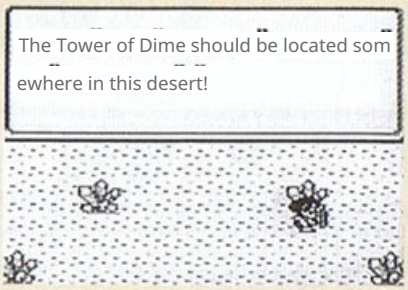
Story 1 Hold up the rusted sword on the switch tile

Having defeated the Mantis Ant, the protagonist stepped into the inner room. It was a mysterious chamber with waterfalls flowing down both sides.

Immediately equipping the rusty sword and stepping onto the switch floor... the power of the Holy Sword activated, and the ground began to tremble violently...





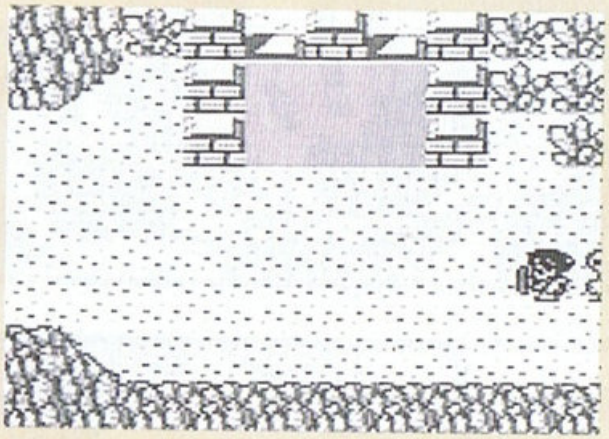


Field

【Passage of the Ruins: Tower of Daim】

Field 1: The Tower of Dime Emerges

When you exit the ruin's passage, first go south. When you reach the end, go east once,



From here, if you continue south and west, the Tower of Dime will rise there. The ground shakes violently, and as dust billows up, the Tower of Dime keeps emerging. By the way, once this Tower of Dime rises, the next time you come it will appear already risen. In other words, you can only see the rising scene once. Now that you've come this far, this adventure is almost over.

Field 2 Item shop near the Tower of Dime

Going northwest from the Tower of Dime leads to a single item shop. Here, a variety of battle items are sold.

Item Shop			
Goods	Price (R)	Goods	Price (R)
Magic Bottle	640	Ice Rocket 2	320
Fireball 2.	60	Thunder Arrow 2	100
Firelock 2	240	Thunderbolt 2	400

Horei!
Chocobo is
Resurrected
zoi
The lower body
turned into a mech
even on the water
you can glide smoothly
Yack
!!

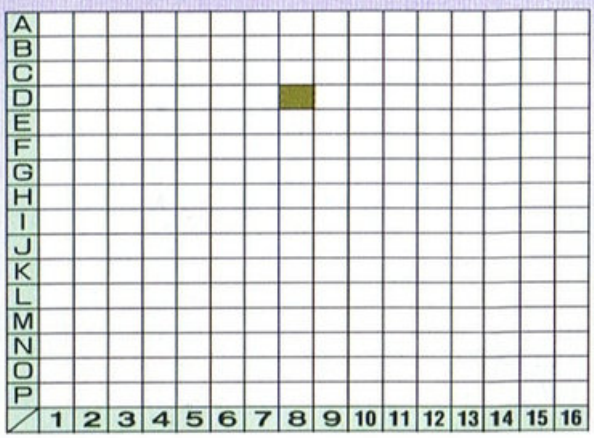
Karra's Snowfield
You are
Because (he/she/it) is weak against the cold
Here
Wait for me

ジャキン!!
カシャ カシャ
!!

To Bonboyaji
Even those kinds of functions
added
did they give you?
Lucky you

最終章
マナの樹よ永遠に

Tower of Daim / Temple of Mana



Objective: Ascend the Tower of Daim and head for the Temple of Mana

Clear the Tower of Daim,

and after parting with the Mummy Seeker,

you will be at the gate of Grance Castle.

If you pass through here and go to the waterfall basin,

the waterfall will reverse, automatically carrying you to the top of the falls,

and then follow the path.

Shortcut "Route	D8

Items & magic obtainable along the route
Dragon Mail

ENTRANCE Bandor Empire Symbol

[D8]

Tower of Dime

BOSS: Garuda

Best equipment		
	Weapons	Dragon Buster
	Helmet, Armor, Shield	Diamond Helmet
		Ice Armor
		Dragon Shield

Recovery Source Recovery Bed ×

Minimum Required Passage Items

Matock	
	Key
2	4 =

Items and magic obtainable
Dragon Mail

Message of the Tower of Dime

After parting with the Chocobo, the protagonist entered the Tower of Dime alone and there encountered an unexpected companion. His name was Mummy Seeker. Together with him, the protagonist explored the Tower of Dime

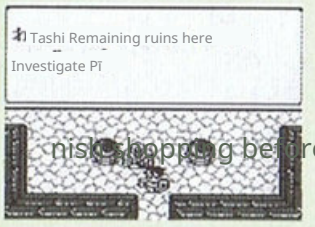
tan

saku

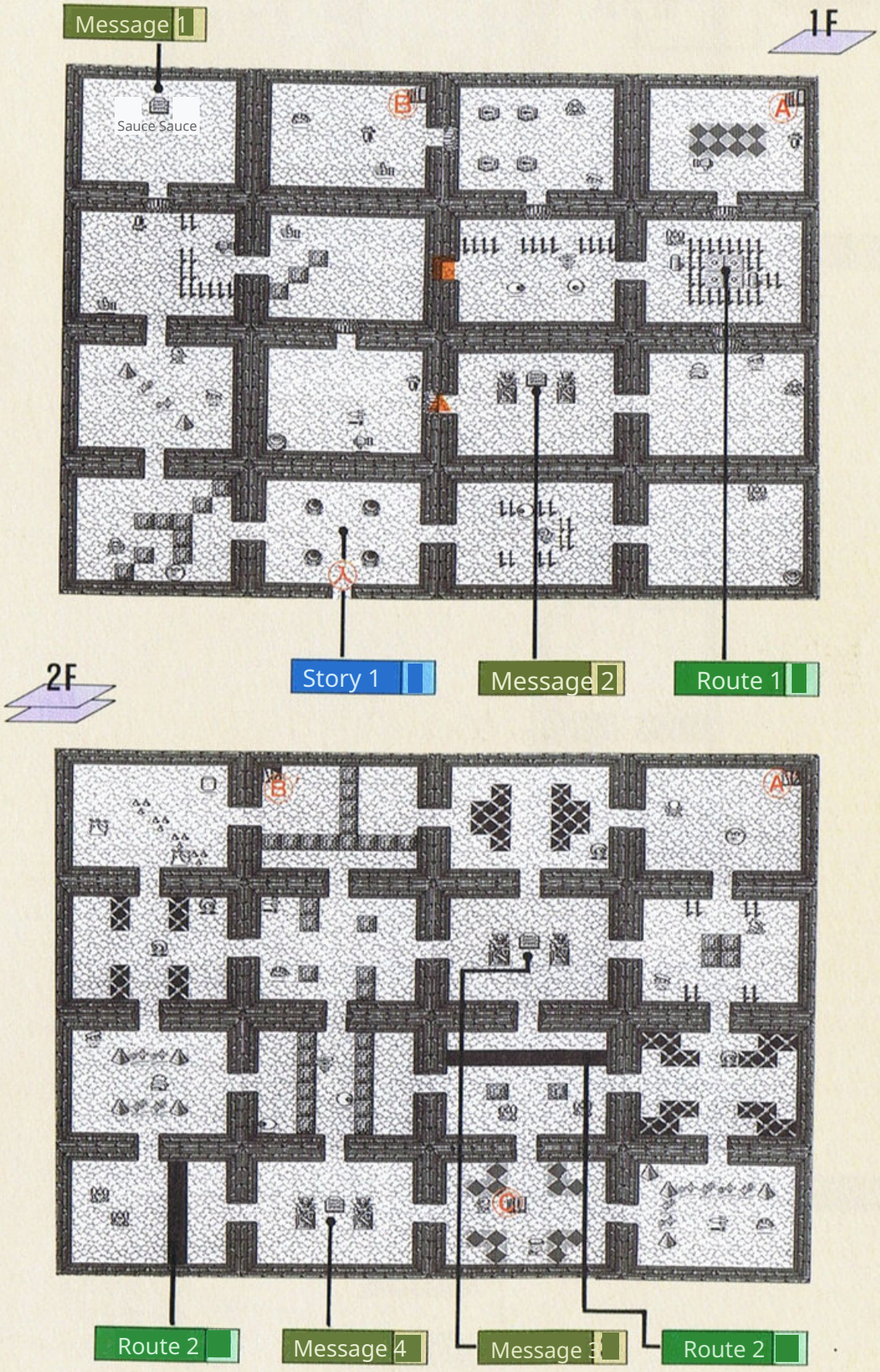
While searching, the remaining stone tablet's message

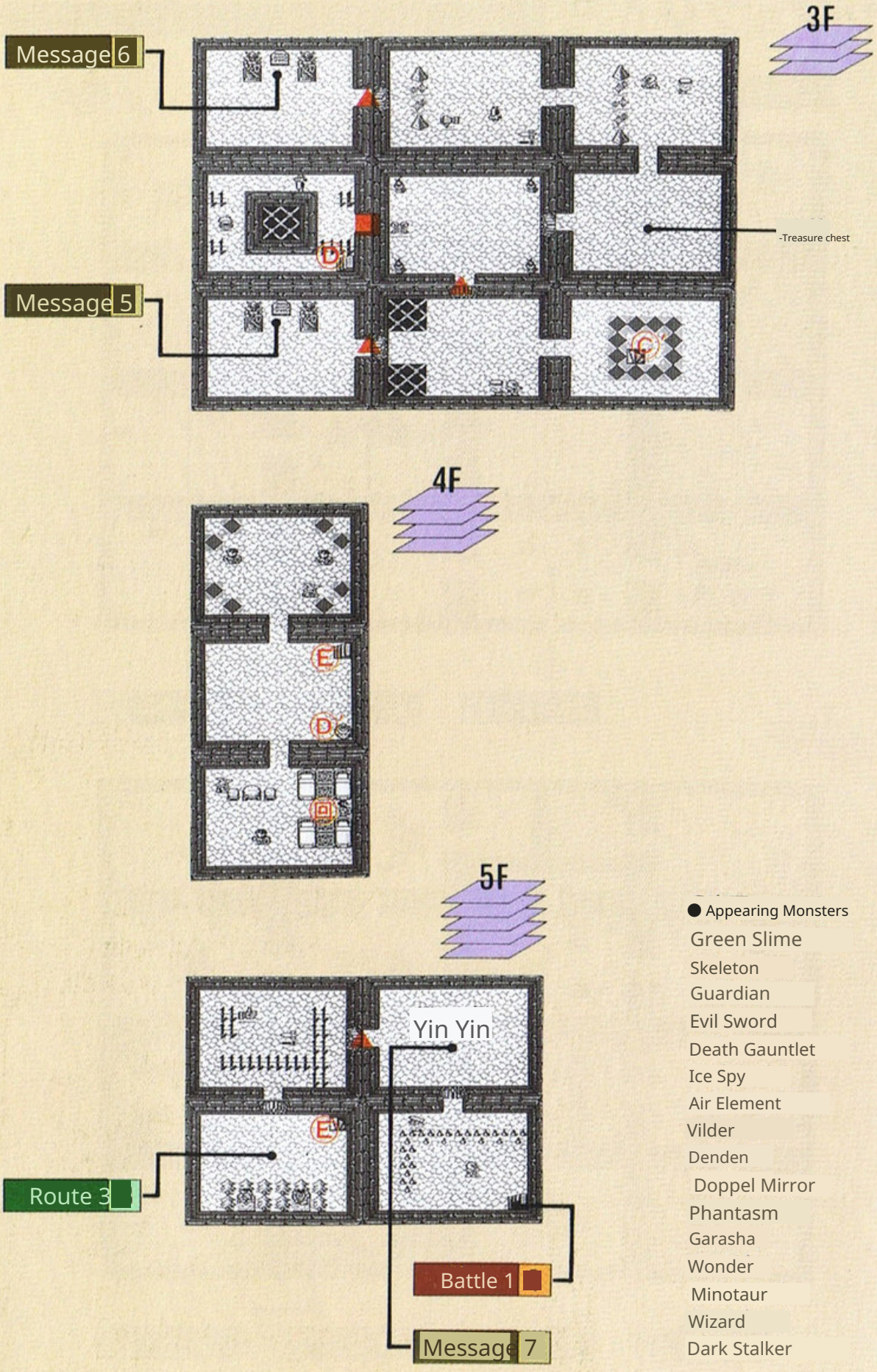
As you decipher the message...

★What happens if you leave the Tower of Dime midway!? If you try to leave the Tower of Dime midway, there is a message that the Mummy Seeker will stay here to investigate the ruins. However, let's at least finish shopping before clearing the tower.



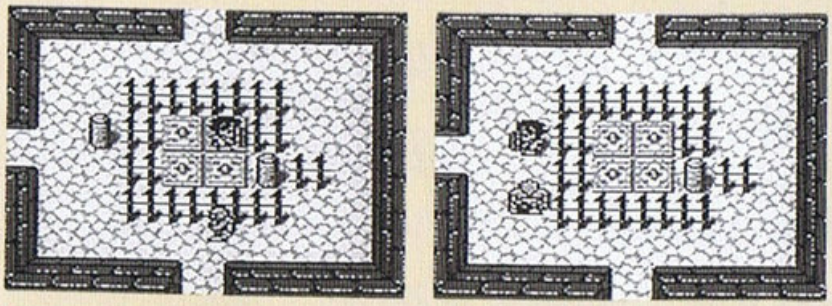
Dungeon MAP


Message 1
1F
Sauce Sauce
B
A
Story 1
Message 2
Route 1
2F
B
A
Route 2
Message 4
Message 3
Route 2


3F
Message 6
Message 5
-Treasure chest
4F
5F
Yin Yin
Route 3
Battle 1
Message 7
● Appearing Monsters
Green Slime
Skeleton
Guardian
Evil Sword
Death Gauntlet
Ice Spy
Air Element
Vilder
Denden
Doppel Mirror
Phantasm
Garasha
Wonder
Minotaur
Wizard
Dark Stalker

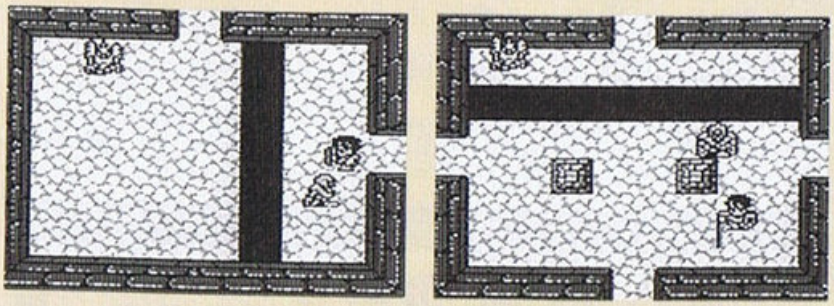
Route Development

Route 1: Use the chain flail to stand on the switch floor



Enter the tower and go tow ard the upper right and you'll find a room with a switch floo r. Here, simply enter the encl osed area by using the chain f lail and the door will open.

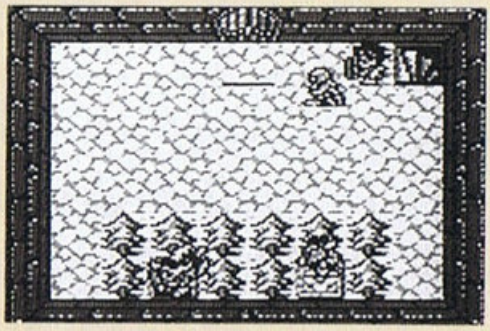
Route 2 Pitfalls set in the dungeon

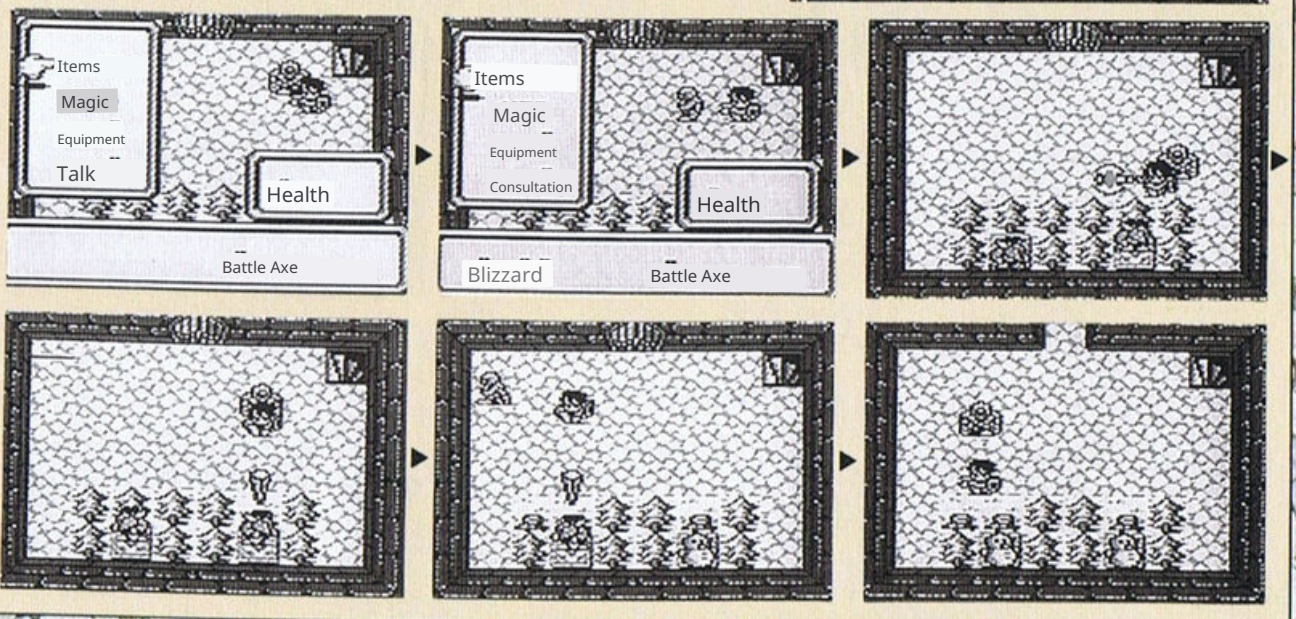


On the second floor of the tower, there are tw o pitfall traps. If you fall into either hole, you will end up on the first floor, so take a detour.

Route 3: Turn monsters into snowmen

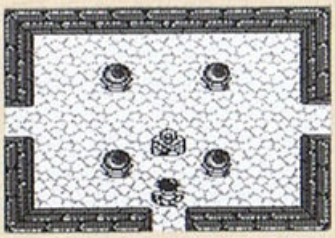
When you go up to the 5th floor of the to wer, there is a puzzle room. To clear this, firs t chop the tree in front of the monsters with an axe, then quickly use Blizzard to turn the m into snowmen. If you turn both monsters i nto snowmen, the door in front will open!!

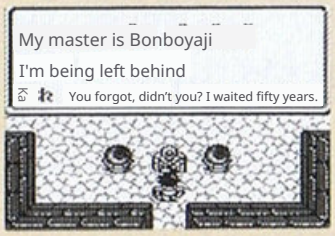


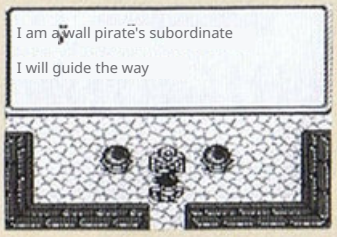


Story development

Story 1 Encounter the Mummy Seeker







The Ma encountered upon entering the Tower of Dime

The Meeseeker is the creation of Bomboyaji

tansaku

The relic-exploring robot. Everyon e apparently calls it "Marcy." Acco rding to Marcy, it was left behind b y Bonboyaji and has been waiting for 50 years. The protagonist gaine d a reliable companion and climbe d the tower.

Message Analysis

Message 1

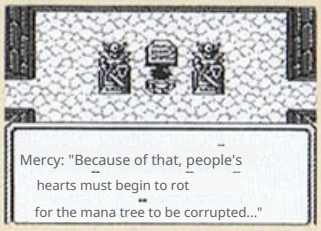
Stone Slab 1

The Mana Tree is,

The vast cosmos

It seems to absorb all kinds of power from the vast universe and grow. Of course, the energy th at exists in people's hearts is also one of them.

Message 2



Stone Tablet 2

It even absorbs the p ower of people's hearts

The Mana Tree. Therefore, when people's h earts begin to rot, the Mana Tree's energy

Jaaku

becomes tainted by evil as well.

Message 3

Stone Tablet 3

Jaaku

by the evil energy that has corrupted it."

Cloudy

It seems that cloudy water springs from the roots. That water

disturbs

falls from the waterfall and seeps into the river where people live.

Cloudy

And when humans drink that cloudy water, their hearts

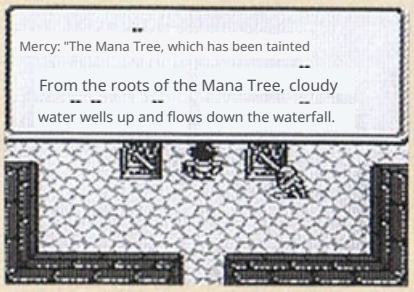
rot

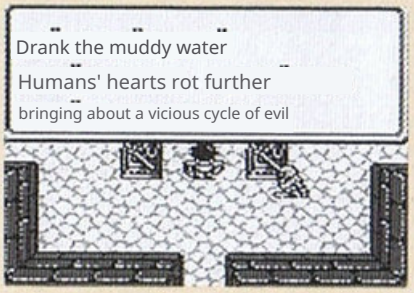
circulation

decays... Thus, a vicious cycle is caused.

If everything in this world

If people let their hearts turn to evil... The Mana Tree is such a terrifying existence.

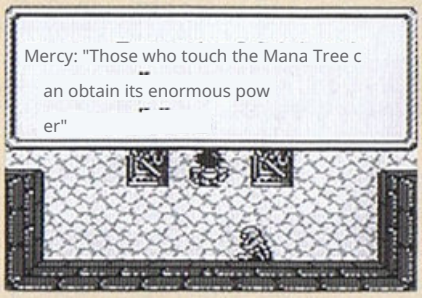

Mercy: "The Mana Tree, which has been tainted
From the roots of the Mana Tree, cloudy
water wells up and flows down the waterfall.



Message 4

Stone Slab 4

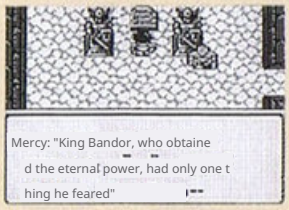
It is said that whoever touches the Mana Tre e can bring the Tree's immense power and ene rgy into their grasp. They can lead people to ha ppiness or drive them down to the depths of he ll—everything is possible.

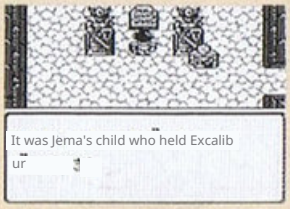


Message 5

Stone Slab 5

Once, King Bandor obtained the Ma na Tree's eternal power. He is said to have claimed the world as his own and committed every manner of evil. Even King Bandor had one thing he feared alone. That was someone who could fr eely wield the Holy Sword Excalibur.





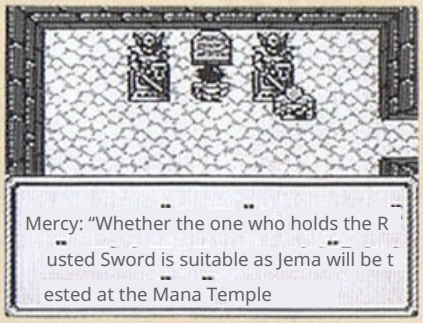
Knight

The knight of Jema who was said to have been born... The holy power surpasses any evil power, no matter how strong.

Message 6

Stone Slab 6

It seems that whether the one who carries the Rusted Sword is worthy to be a knight of Jema will be tested in the Mana Temple. Whether to leave the Rusted Sword rusted or not is entirely up to the protagonist.

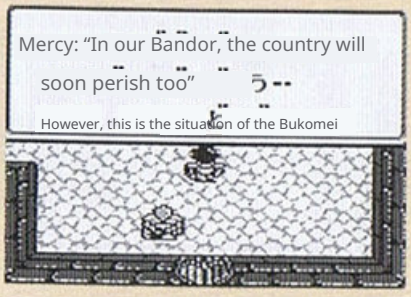


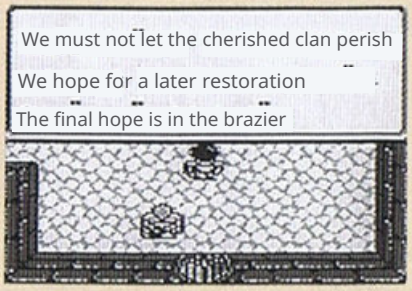
Message 7

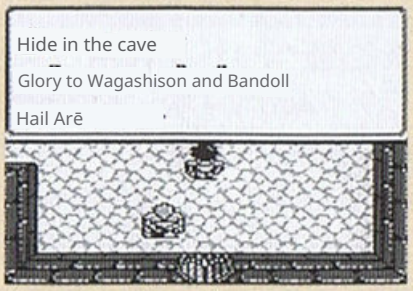
Stone Slab 7

When the Bandor Empire fell, it ap pears they hid its descendants in the Cave of the Waterfall. Come to think of it, didn’t we hear a message on Gr anz’s airship that Julius was discover ed at the waterfall?

Did the king place his hope of restorin g the empire, his last wish, in Julius? If the former Bandor Empire were to be revived... We must absolutely prevent such a terrifying thing!!

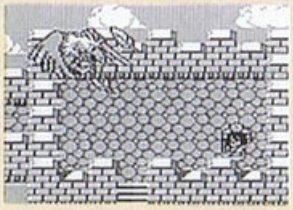


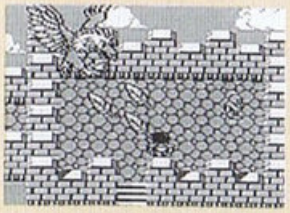




Battle 1 Battle with Garuda

Garuda's attacks are powerful, so avoid physical contact. While dodging the feath ers the enemy launches, build up your ga uge and then unleash a MAX sword attack — this is the most effective method.





Technical data

- Max HP / 2992
- Attack / 150
- Defense / 18
- Luc / 250
- Experience / 210
- Item / -

Best Weapon	Dragon Buster
Best Magic	Flare

Special Characteristics

A monster in the shape of an eagle.

Tsubasa

Its face is white, its wings are red, and its entire body is gold

It is said to shine in color. The bird's

Tsubasa

Regarded as a king, and with its wings it controls the wind and breath

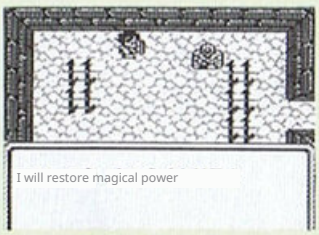
He is skilled at using tactics that cause stiffness.

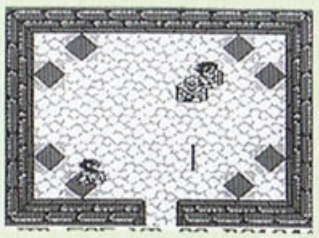
★Mummy Seeker's consultation command

Select Mercy's consultation command

Magic Points

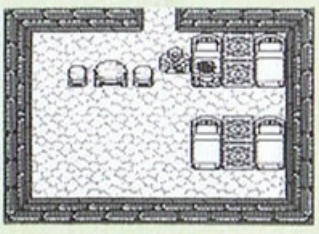
When you do that, it will restore MP. When r ecovering, it's advantageous to use Cura. By the way, Mercy's attack method is a beam.

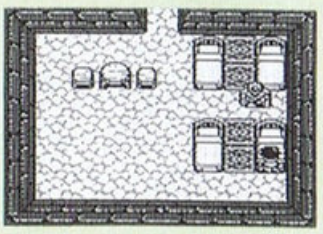




★Use the recovery beds

On the 4th floor of Diem Tower, there are recovery beds in the lower room. There are four beds in a row, and you can be healed by entering any of them. Take a rest before the boss fight.

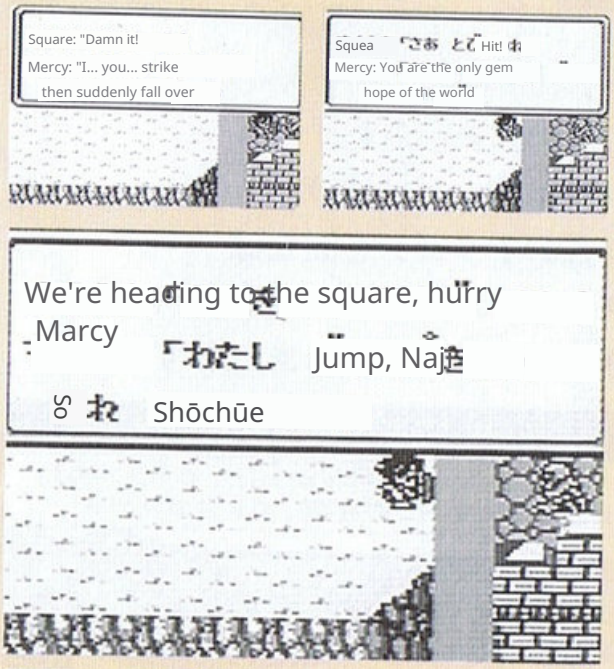




Field

[Diem Tower - Mana Sanctuary]

Field 1 Farewell to the Mummy Seeker



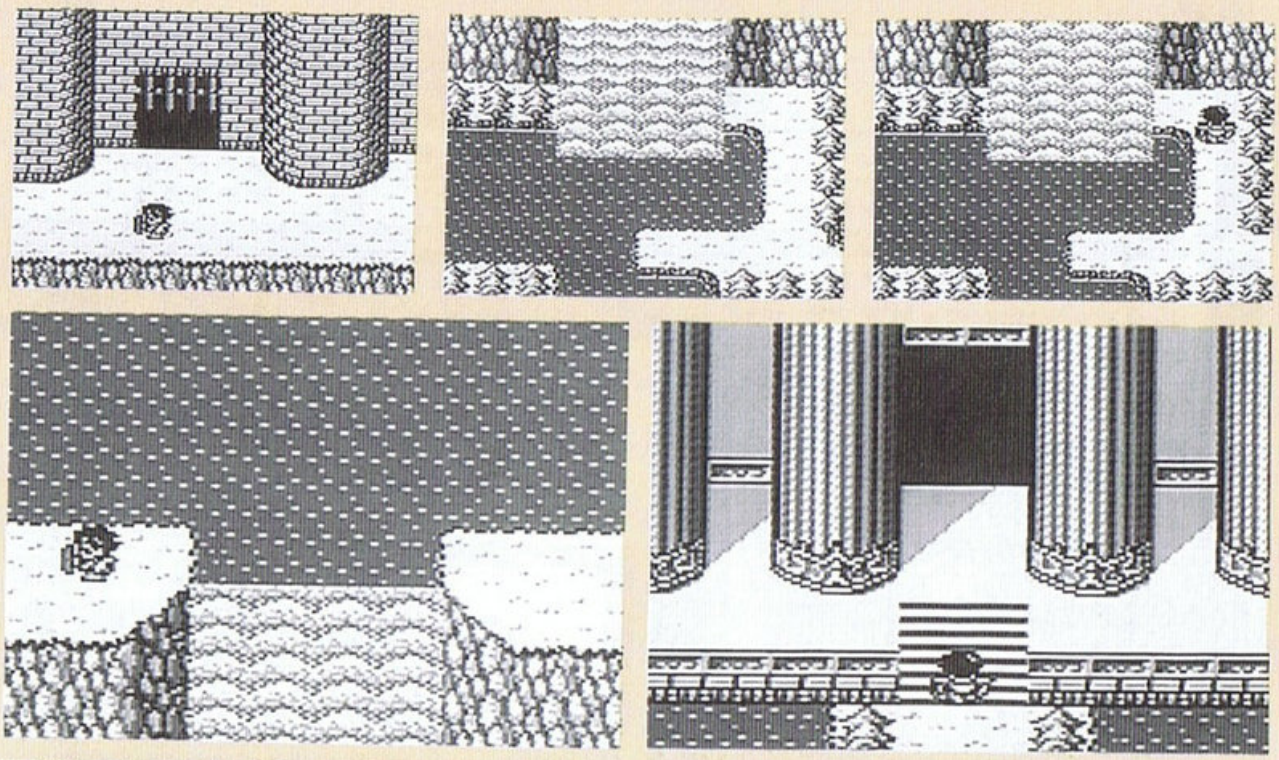
When you defeat Garuda, the tower's balance begins to collapse, so head west. When you reach the edge of the rooftop, astonishingly the bridge right in front of you breaks... But it's okay because Marcy, who was in the party, will toss the protagonist so you can get to the other side. However—Marcy cannot jump. She sinks along with the Dime Tower. It's sad, but intend to do your best for Marcy's sake as well and face the final stage, the Mana Temple!!

Nozo

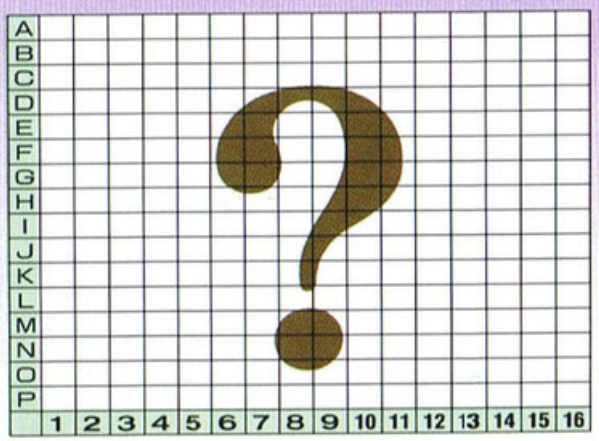
Field 2

Path to the Mana Temple: Climbing the Waterfall

Pass in front of Grance Castle and go to the water fall basin... with a loud sound a miracle occurs. The waterfall's water reverses flow. From there, you can automatically enter behind the waterfall and climb to the top. Once you reach the top, follow the path west and you'll find the entrance to the Mana Temple.



Mana Temple (FINAL STAGE)



Objective: Defeat Julius and rescue the girl

The Mana Temple is the final stage of this adventure!!
rokubousei

Pass through the hexagram,

Defeat three dragons

and plunge into the final battle!!

Now, your adventure is almost over.

Shortcut Route: None

Items & magic obtainable along the route

Genji's Armor, Genji's Helmet, Aegis Shield
(the above are in weak enemy treasure chests), Excalibur

ENTRANCE The Mana Tree Stands

[0]

Mana Temple

Best equipment

Weapons	Dragon Buster
Bag	Diamond Helm
Armor	Dragon Mail
Shield	Dragon Shield

Recovery Source Recovery Pet ×1

Minimum required passage items

Mattock	Key
to 二	3 二

Items and magic obtainable

Genji Armor
Genji Helm
Aegis Shield
Excalibur

BOSS

Dragon Julius
Red Dragon Julius II
Dragon Zombie Julius II

O Tree of Mana, forever

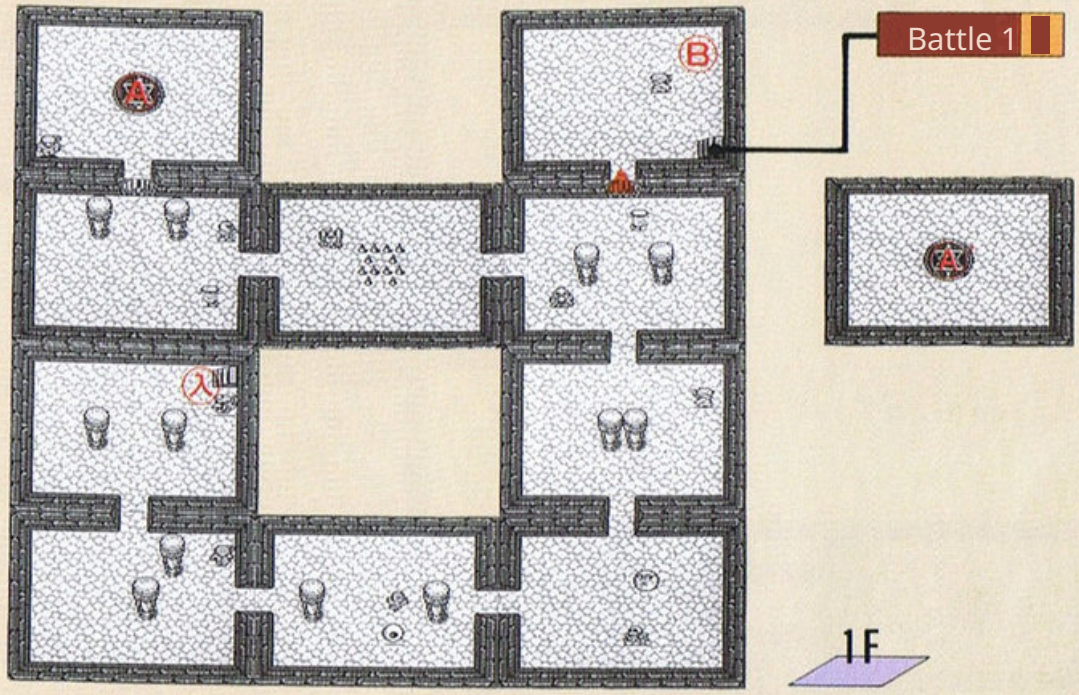
The protagonist has finally reached the Mana Temple. The girl wonders whether the Mana Tree is safe... With anger toward Julius in her heart, now...

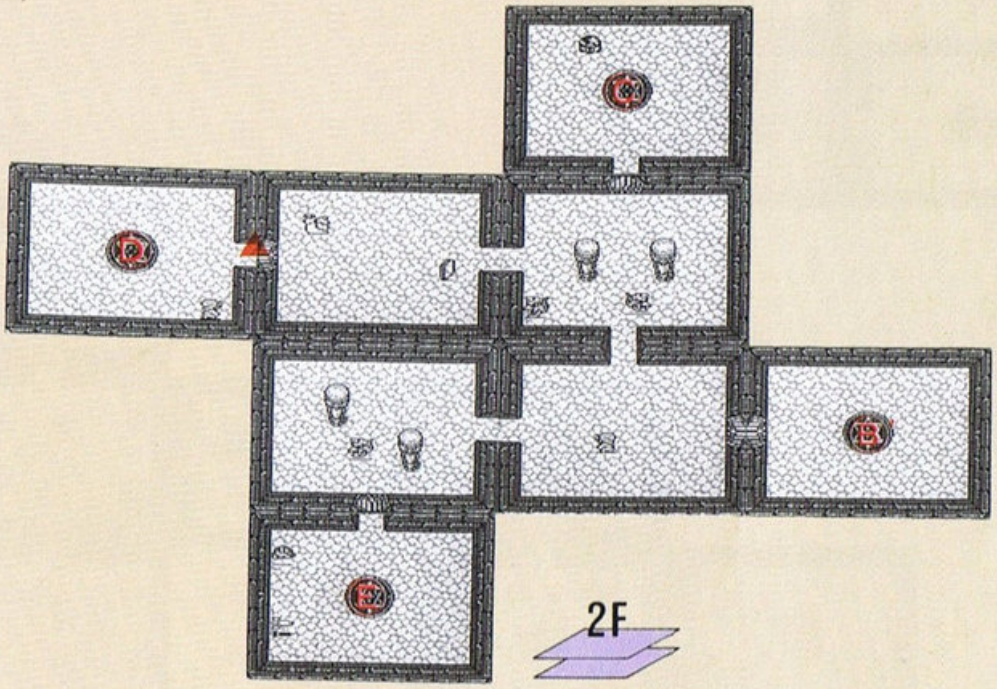
★What is a hexagram
rokubousei

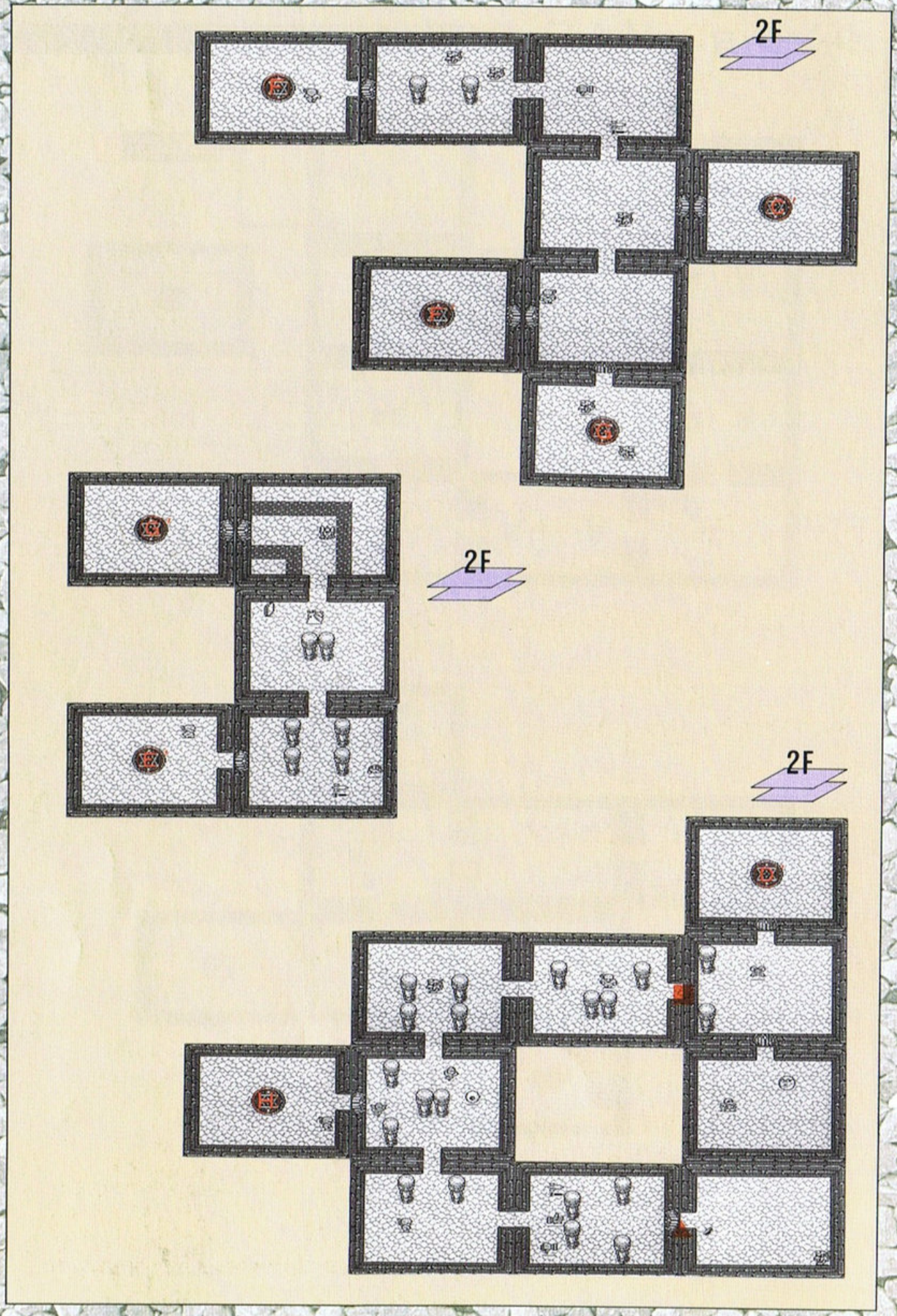
A hexagram is a pattern formed by two equilateral triangles combined inside a perfect circle. When you enter one,
rokubousei

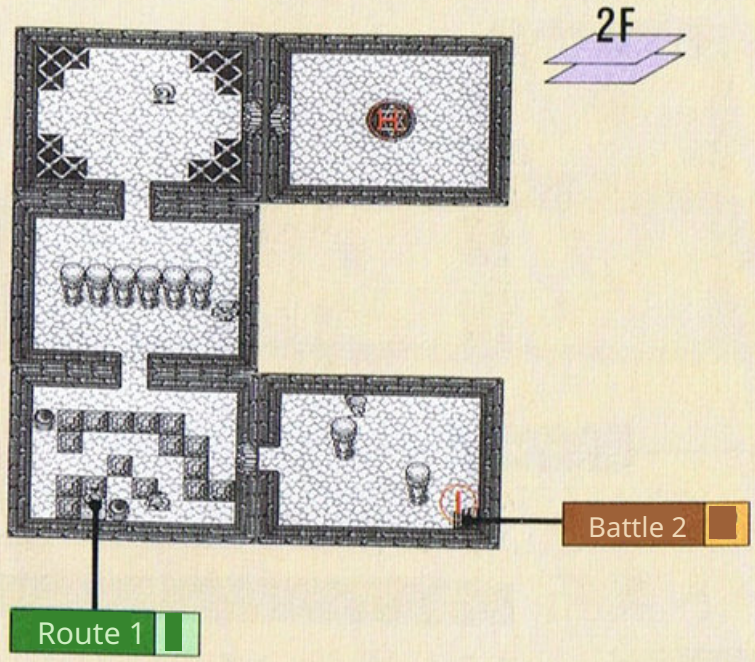
you can warp to another hexagram. However, you can only warp between two locations.

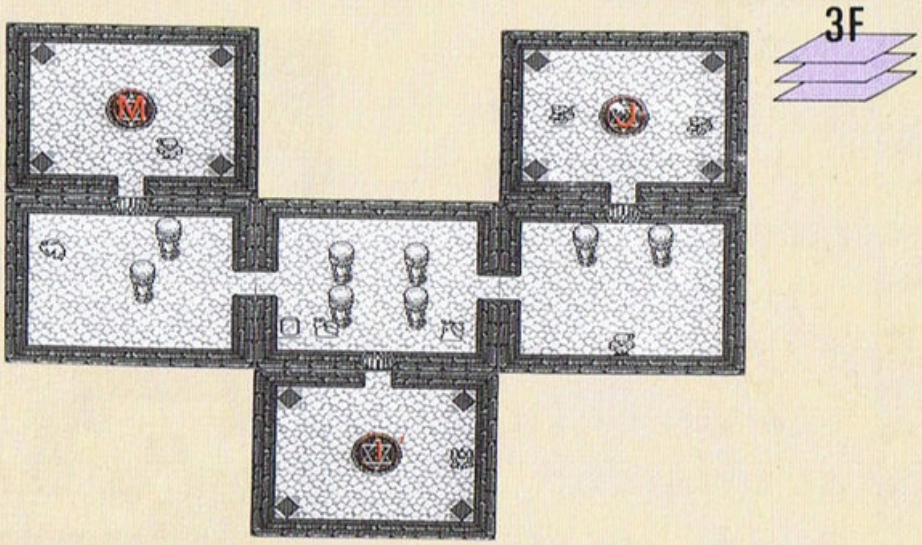
Dungeon MAP

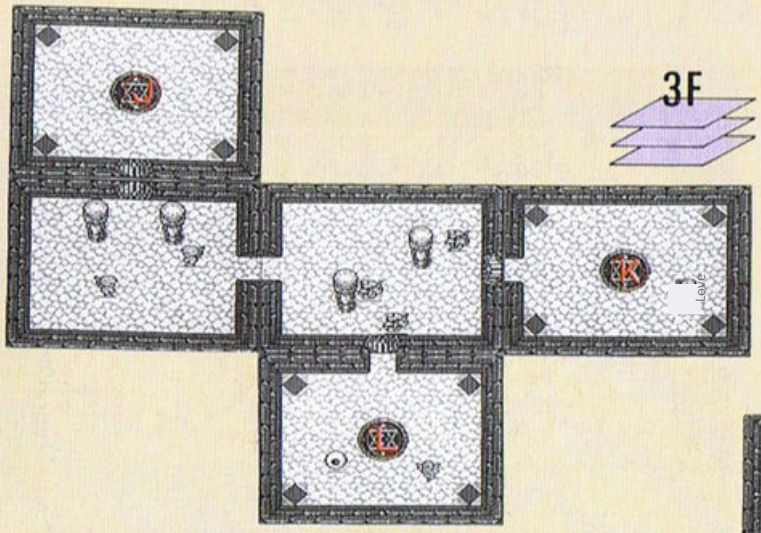


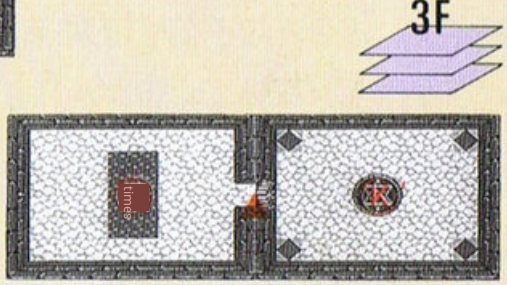



2F
2F
2F



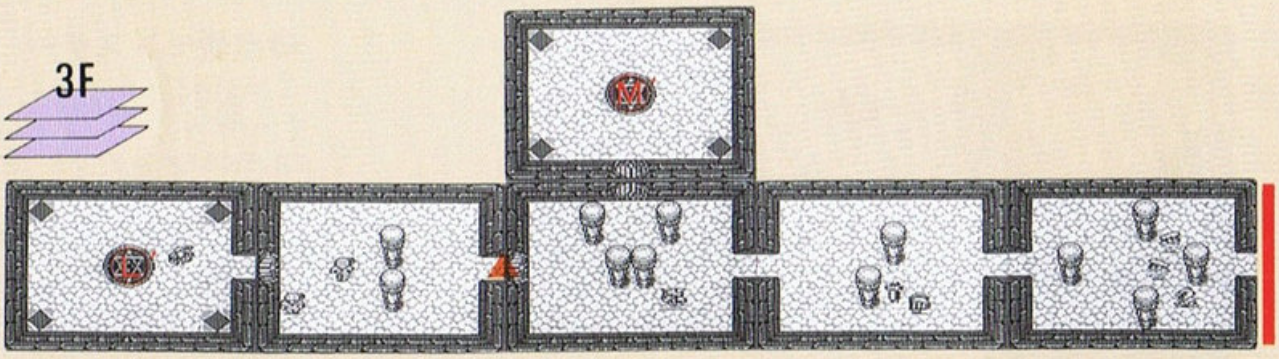


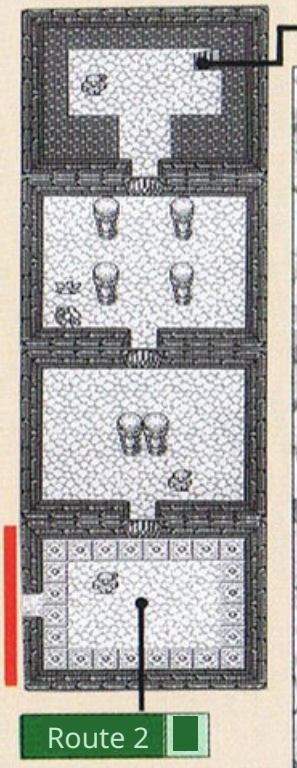




Appearing Monsters

Ninja
demon
Air Element
Vilder
Green Slime
Skeleton
Garasha
Wonder
Guardian
Evil Sword
Death Gauntlet
Denden
Doppel Mirror
Tortoise Knight
earth element
Fire Moss
Phantasm
Ice Spy
Poto
Minotaur
mammoth



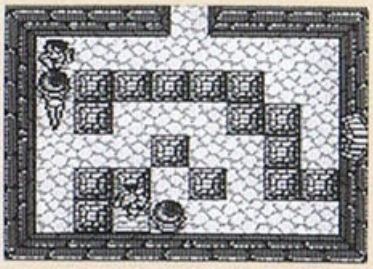


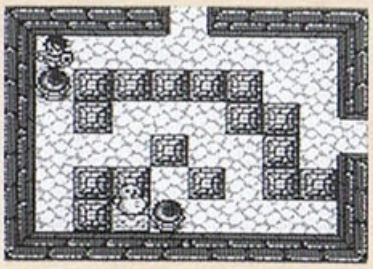
Battle 3 → Story 1 → final battle

Route Development

Route 1 Control the icicle

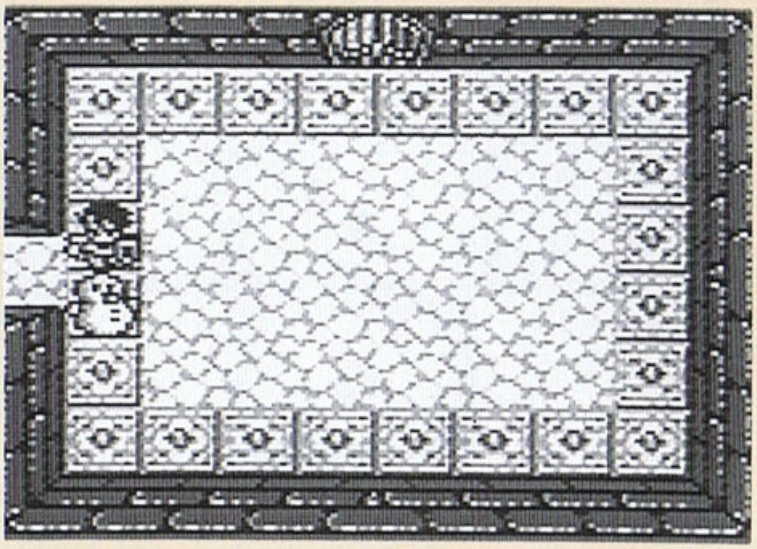
On the second floor of the t emple there is a puzzle room like one in a game. It is a roo m blocked by unopened door s and walls. To clear this area, you must turn the minotaur standing on the switch floor i nto a snowman. The icicle will shatter if it hits something, so operate it while passing it over the orb.





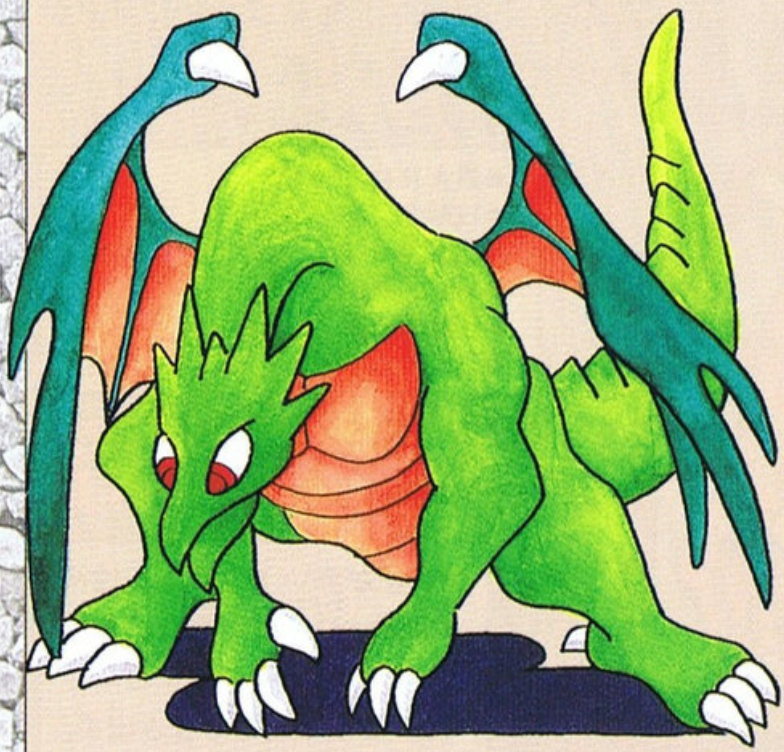
Route 2 Place the snowman on the switch floor

The last puzzle room on the 3rd floor of the temple is a roo m surrounded by switch floors. If you place a snowman on on e of these switch floors, the do or will open. Create the snowm an just before one of the four c orners and patiently move it al ong; the switch will surely activ ate and the door should open.



Combat & Strategy

Battle 1 Fight with the Dragon



The dragon's weak point is i
ts head. Attacking any other p
art will not deal damage.

While avoiding the flare the dragon spits out, perform MAX attacks.

While avoiding the flare the dragon spits out, perform MAX attacks.

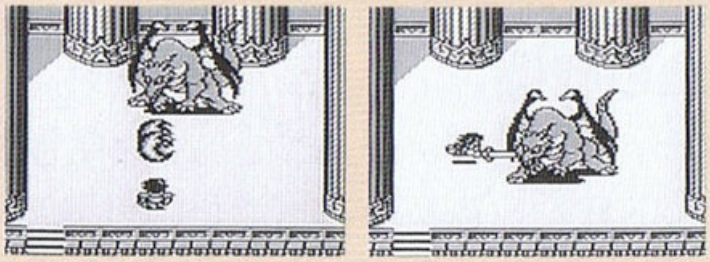
● Technical data

- Max HP 1696
- Attack / 144
- Defense / 20
- Luc / 250
- Experience 0
- Item / -

Best Weapon	Dragon Buster
Best Magic	Cure

Characteristics

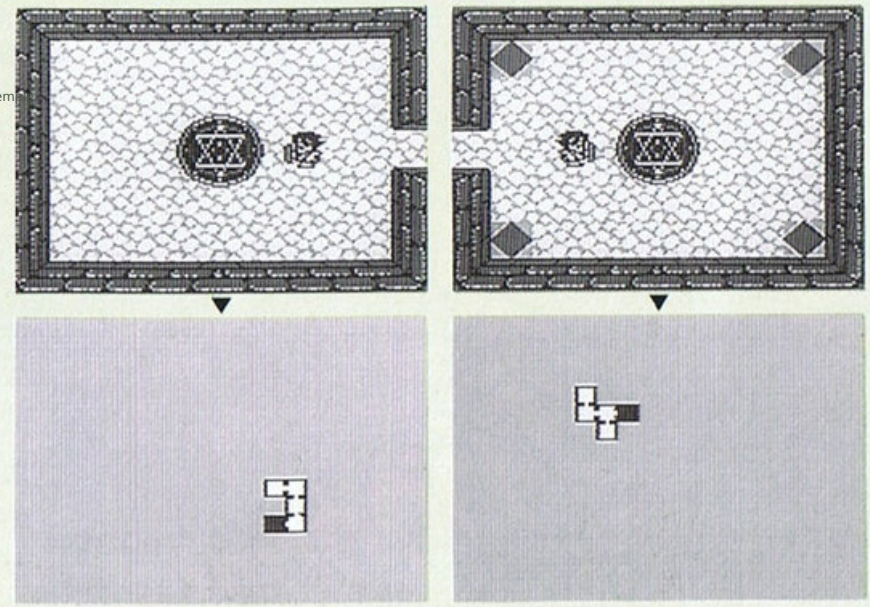
Covered in hard scales all over its body, with sharp fangs and claws, it breathes fire and attacks its prey. In the temple He is the guard protecting the passage.



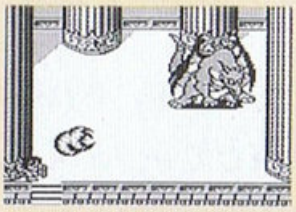
★ Strategy for the Six-Pointed Stars

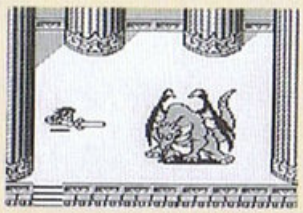
Six-pointed stars that exist in many places inside the tem
rokubousei

There are many six-pointe
d stars in the temple. If y
ou warp around too muc
h for fun, it's easy to get l
ost and not know where y
ou are. In such cases, pre
ss the Select button and c
hoose the dungeon map.
You can see at a glance w
here you just warped to.

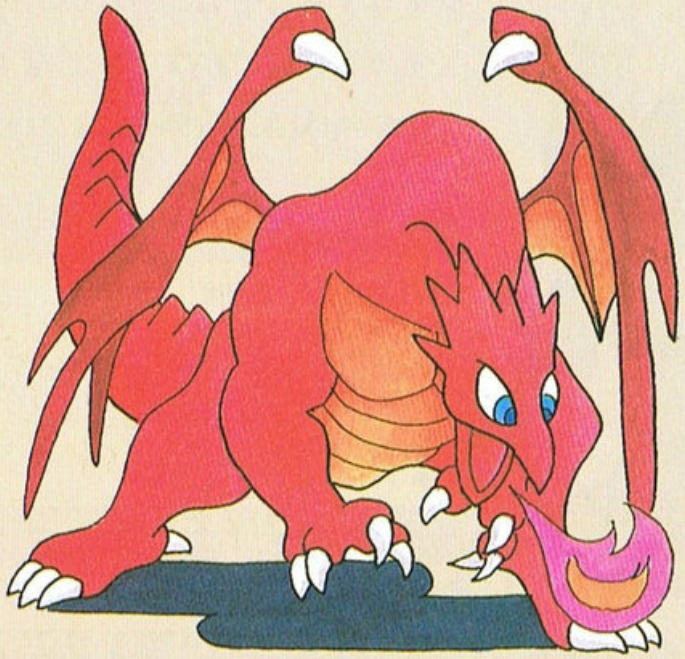


Battle 2 Battle with the Red Dragon





Its weaknesses and combat methods are the same as the dragon's. However, its HP is far higher than the dragon's, so fight it patiently. ● Technical da ta



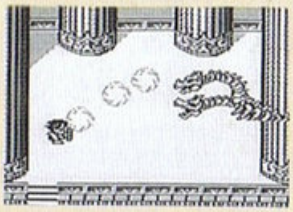
- ● Maximum HP 2992
- ● Attack / 144
- ● Defense / 0
- ● Luck / 250
- ◆ Experience / 0
- ● Item/-

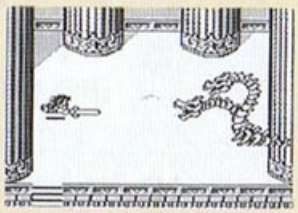
Best Weapon	Dragon Buster
Best Magic	Cure

Characteristics

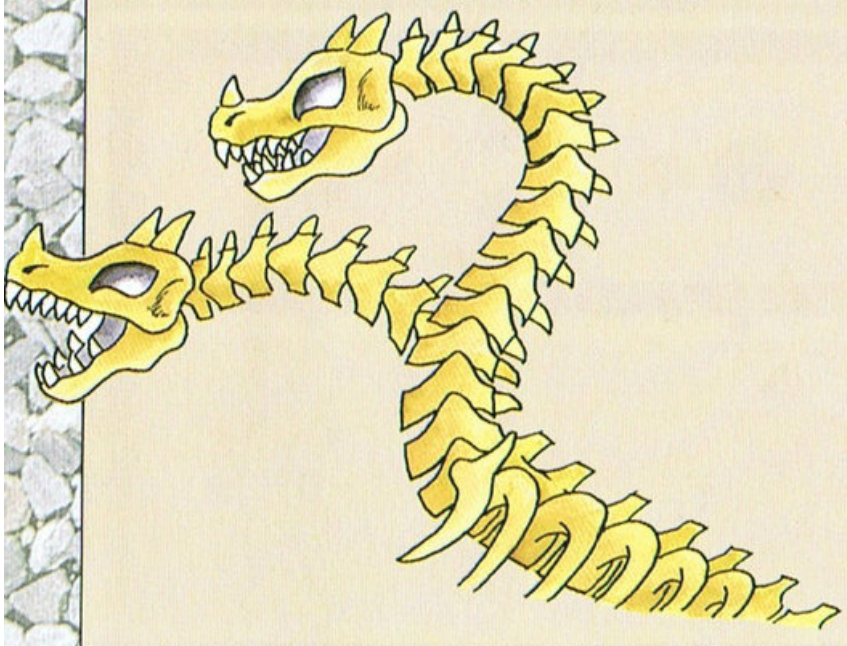
A dragon with red-colored scales. Its te greedy evil mperament is extremely ferocious and i t harbors an evil heart. As with the drag on, it breathes flare from its mouth.

Battle 3 Battle with the Dragon Zombie





The Dragon Zombie attacks by spewi ng flames from its two heads. Its weak points are the heads. Because it moves slowly, attack it continuously. ● Technical Data



- ● Max HP / 3296
- ● Attack / 190-200
- ● Defense / 8-28
- ● Luk 250
- ● Experience / 0
- ● Item/-

Best Weapon	Dragon Buster
Best Magic	Cure

Special 徴

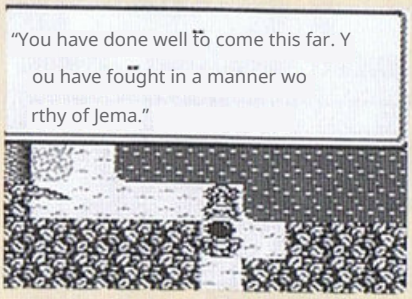
A dragon that had fossilized under a d ead volcano has been resurrected. Alt hough it has already turned to bones, it still breathes fire from its mouth.

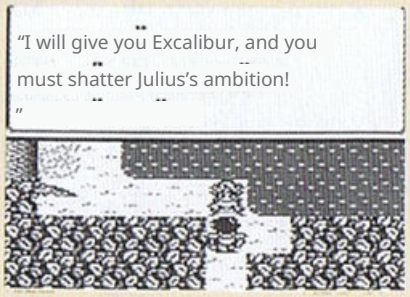
Story development

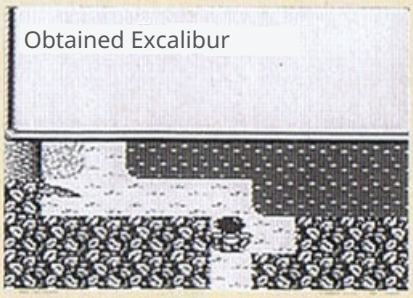
Story 1 Receive Excalibur from the girl's mother

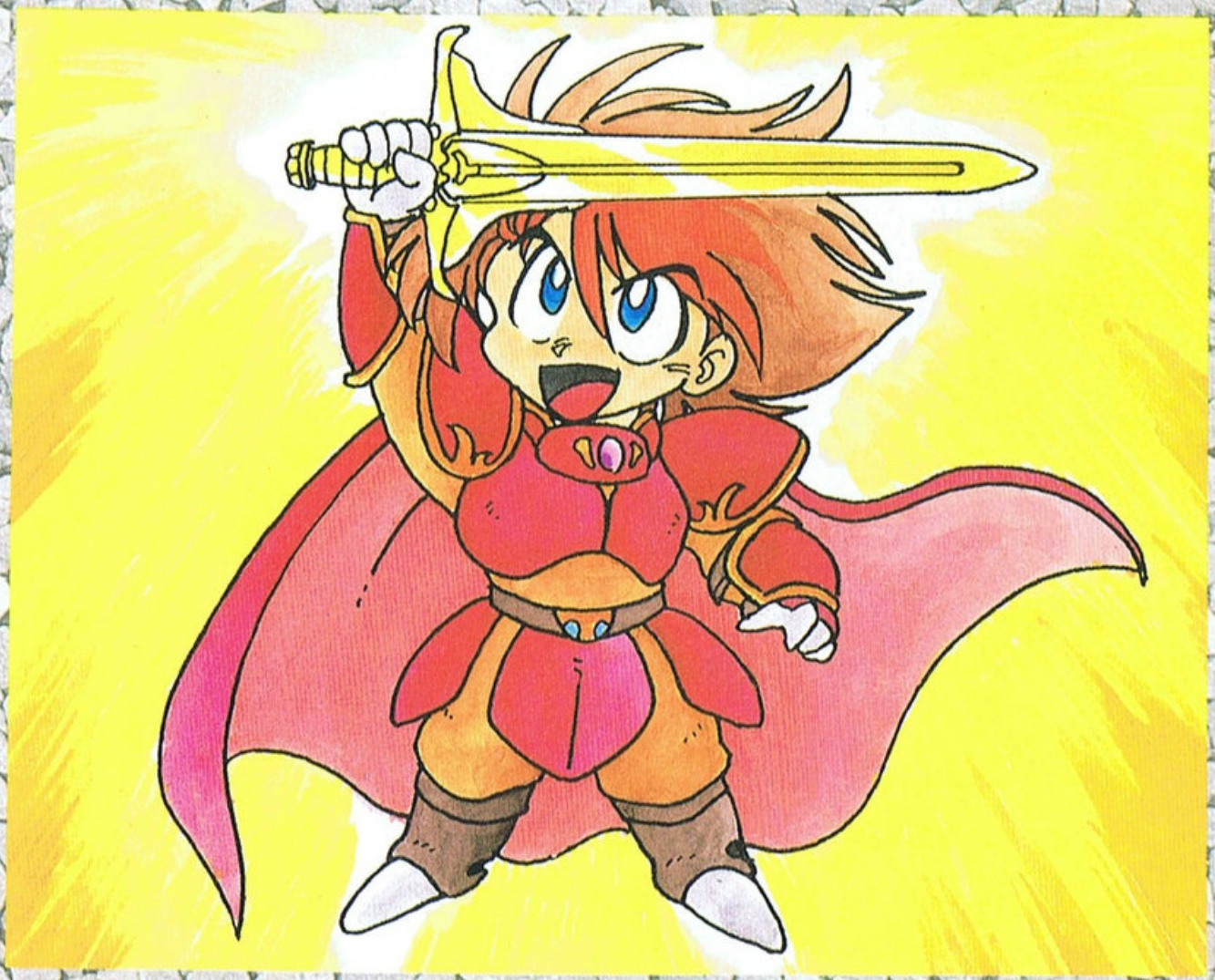
After defeating the dragon zombie and cutting through the rocky mounta in and climbing it, the protagonist sud denly emerged into a clearing overgro wn with trees. Cautiously proceeding, the protagonist found a woman there.

She was the mother of the child he had met in Wendel. She tended to the protag onist, and told him to crush Julius's ambit ion, then transformed the rusted sword i nto Excalibur. The protagonist was recog nized as Jema's knight!! And then...









Final Battle Battle with Julius, Julius II

With Excalibur in hand, he went further and came upon the Mana Tree. At its base stood his archrival Julius and a girl. It appeared that Julius had already obtained the power of Mana.

The girl, too, had undergone Julius's baptism.

kisaki

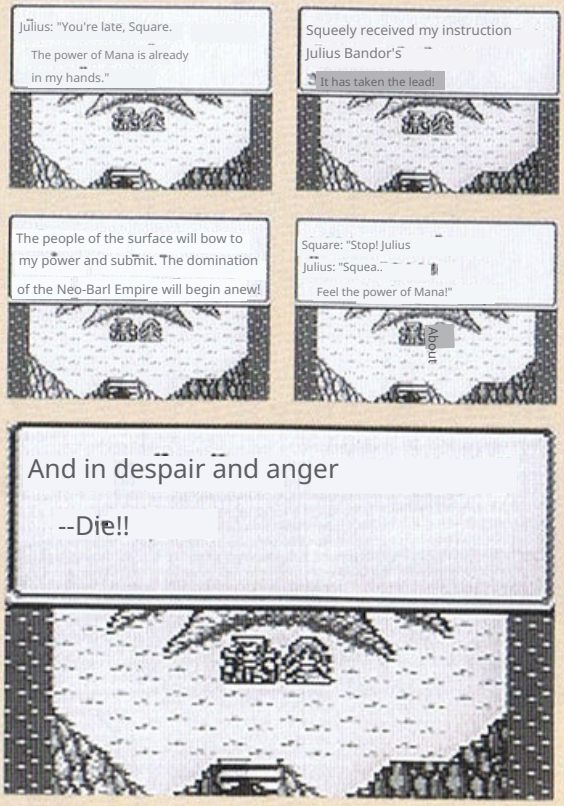
...and became Julius's wife.

sube

There is no longer any way to save this world except Julius

kettou

We have no choice but to defeat him!! It's a duel!!


Julius: "You're late, Square.
The power of Mana is already in my hands."
Squeely received my instruction
Julius Bandor's
It has taken the lead!
The people of the surface will bow to my power and submit. The domination of the Neo-Bari Empire will begin anew!
Square: "Stop! Julius
Julius: "Squea..
Feel the power of Mana!"
About
And in despair and anger
--Die!!

Julius

Clone Julius attacks all three with Flare. He also uses Teleport, so defeat them steadily one by one.

● Technical data

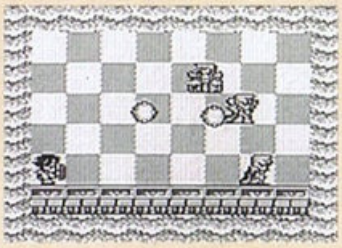
- Max HP / 320
- Attack Power / 160
- Defense / 70
- Luc / 255
- Experience / 200
- Item / -

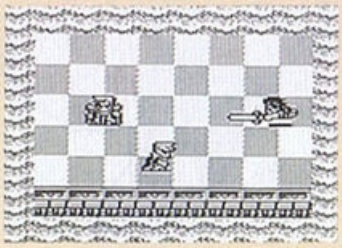
Best Weapon	Excalibur
Best Magic	Cure

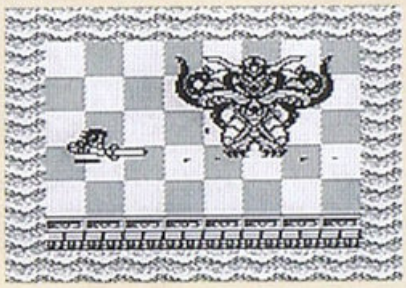
Characteristics

Three-body attack, Julie

As clones. Their physical strength is not that great.







Julius II

- Max HP / 3488
- Attack / 160
- Defense / 69
- Luk / 160
- Experience / 0
- Item/

Best Weapon	Excalibur
Best Magic	Cure

Julia S II moves around the screen up, down, left, and right.

When she is moving left and right near the top, that is your chance to attack.

After that, just keep healing with Cure.

However, there is another battle afterward...!?

Special

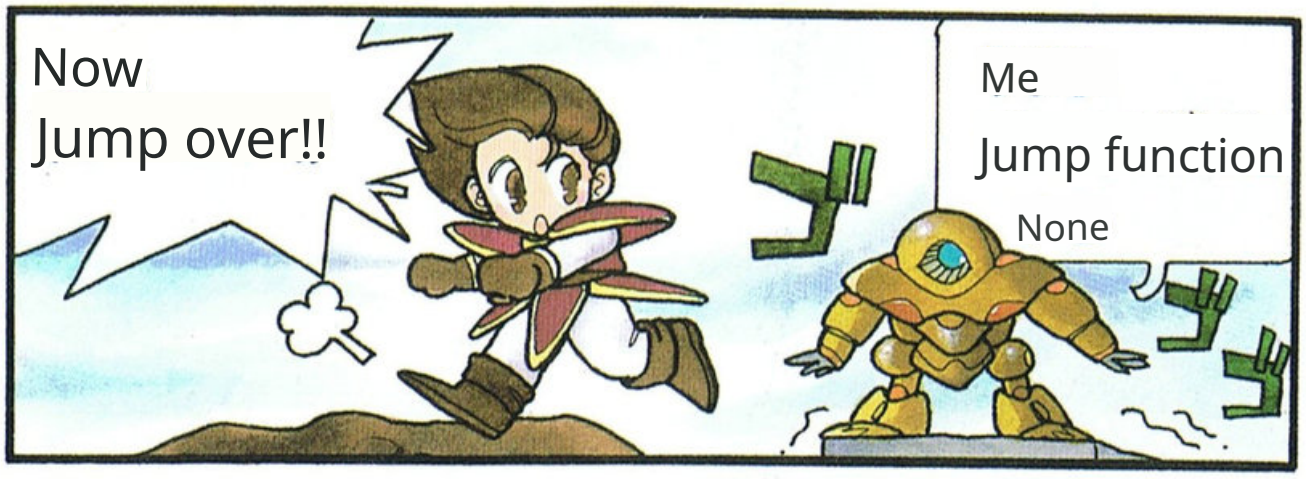
Jaaku

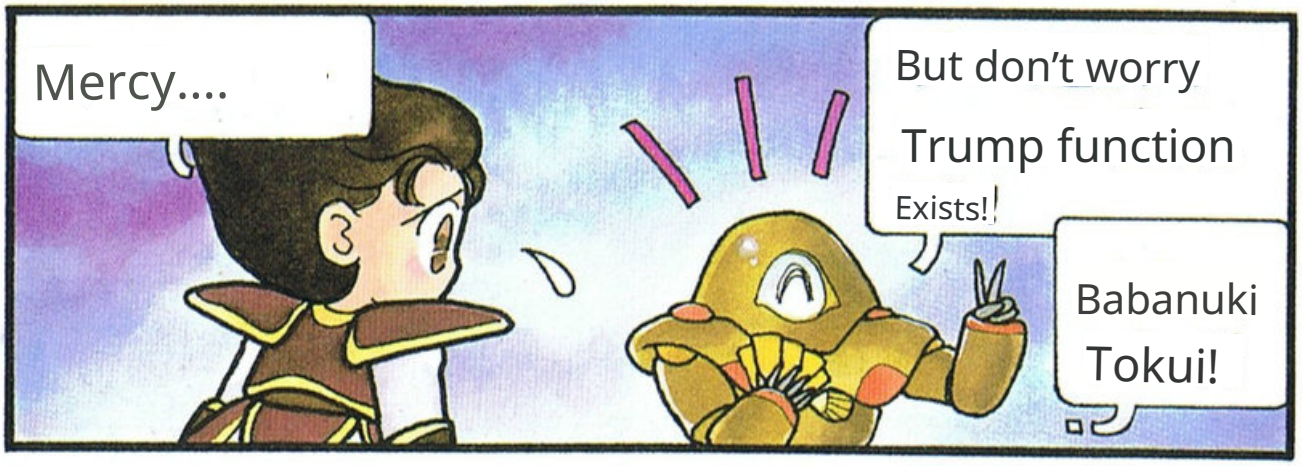
Julius, transformed by the energy of the Mana Tree tainted by lightning evil. A terrifying lightning-like attacks with the power of wicked evil.

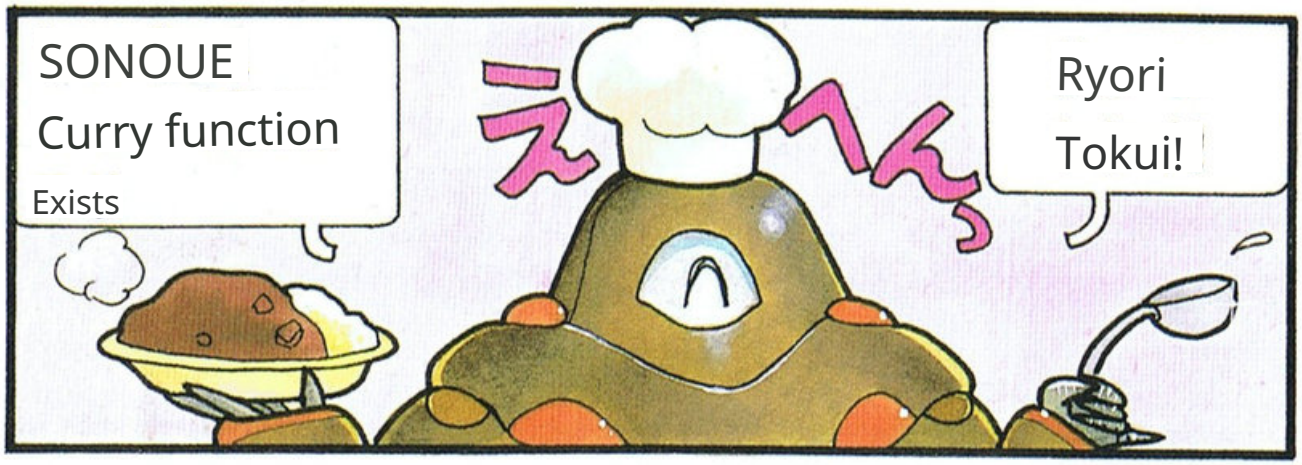
"征

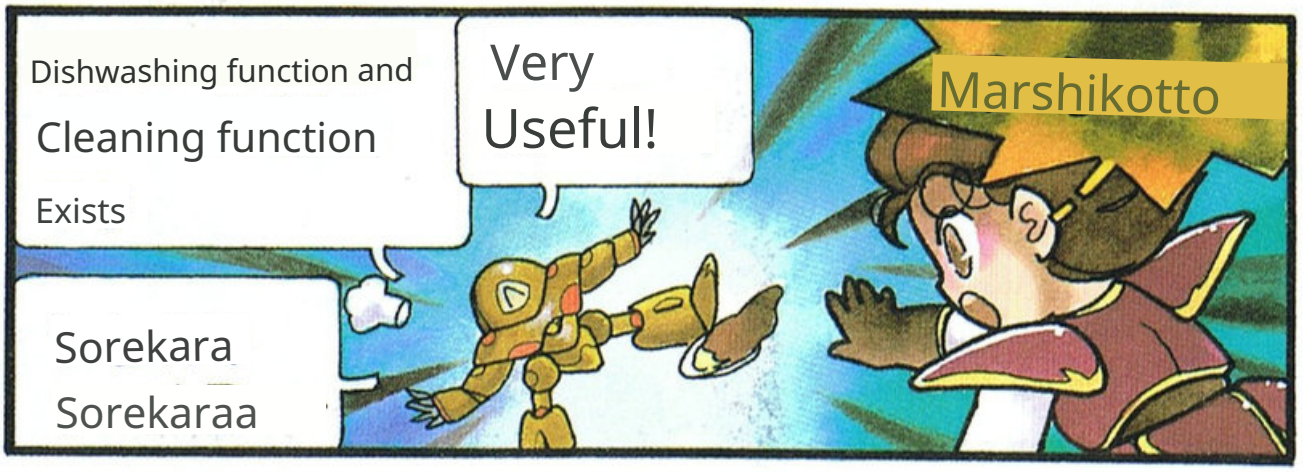
The Immortal Mana Tree

The light of hope that guides the world to peace. Watching over the Mana Tree warmly, Jema's knight... that tragedy may repeat tragedy itself. A similar kind of tragedy, however, was one day brilliantly shattered... Through the protagonist's action guide s, Julius's ambition was

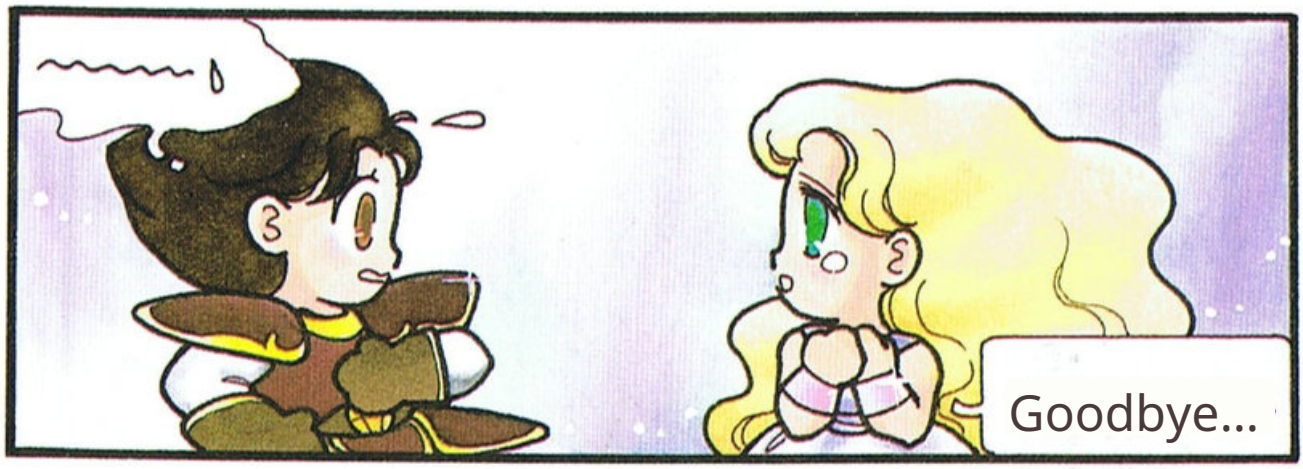

Now
Jump over!!
Me
Jump function
None


Mercy....
But don't worry
Trump function
Exists!
Babanuki
Tokui!


SONOUE
Curry function
Exists
えへん
Ryori
Tokui!


Dishwashing function and
Cleaning function
Exists
Very
Useful!
Marshikotto
Sorekara
Sorekaraa

You
to the Mana Tree
become
should
...I understand
.....


Goodbye...

LI i...
No!!
..
Parting from you
No way!!
Kawashi

Ehehe ...
I also
decided to become
a tree
Let's always be
together, okay?
.....

Various Phantom Plans

Part One

Moogle Village Event

There was a seemingly significant suspension bridge in the Forbidden Abandoned Mine. In fact, beneath it there was an event related to Moogle Village. The story is: after obtaining mithril in the abandoned mine, Watts tries to keep it all to himself, struggling with the protagonist and falling from the suspension bridge. When they regain consciousness, they find themselves in Moogle Village, and the two are taken captive. The Moogles are troubled by an ankheg in the mine and promise to free them if that creature is defeated. The protagonist accepts the Moogles' condition and goes to defeat the ankheg... well, that's roughly the story. At the same time, there was a scrapped item called the "Moogle Flute" that would instantly take you out of the dungeon.

Part Two

Riding a Chocobot to Fly

The Chocobot was modified by Bomboyaji. Originally, the plan was for it to be powered up repeatedly and ultimately fly. However, this became unnecessary for the scenario flow, so it was scrapped. Incidentally, regarding chocobos, there were ideas such as showing the player character riding on top of the chocobo in the graphics and allowing attacks while mounted on the chocobo...

Part Three

Summon monsters with MAX magic

There was also a setting where summon magic could be used when the gauge was at MAX. For example, if you used Fire at MAX, a salamander would be summoned and burn all the monsters on the screen.

The Fourth

Amanda's Event

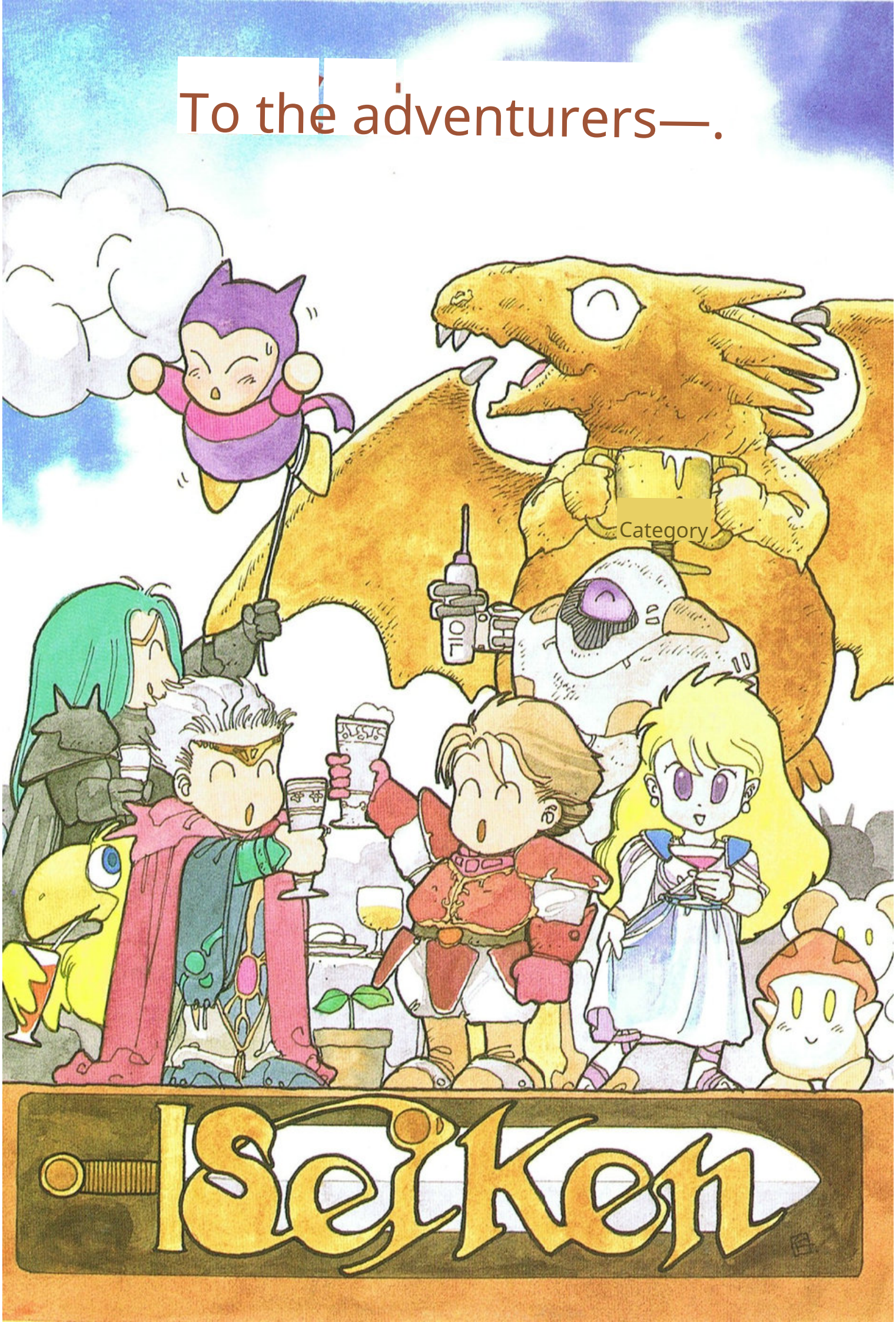
There were two proposals for the scene where you fight Medusa in the Sand Labyrinth. One was that Amanda, bitten by Medusa, would completely transform into Medusa, and the protagonist would have to battle to finally obtain “Amanda's blood.” The other, which was actually decided on, was that you attack while Amanda has not yet fully transformed. The reason the latter was chosen is that keeping her in her original human form is more effective at conveying the "pain" of having to kill a former comrade with your own hands. Indeed, it is far, far more heartbreaking to take the life of an unresisting Amanda than to fight her after she has completely turned into Medusa...

Part Five

Fictional NPC: Warren

The man who was in the same cell as Amanda in Grance Castle's gladiator dungeon was named Warren. Actually, this Warren was planned to join as an NPC when you stormed Grance Castle again. During the final battle with the Shadow Knight, he'd fall into a trap and tumble into the arena. At that point, Warren would come to the rescue and become an ally.

To the adventurers—.



To the adventurers—.

Message from the production staff

Brain

From the creators of "Seiken Densetsu"—the brains at Square,
Seven messages have arrived for the brave adventurers.
Each person poured various feelings into creating this single game... Only by reading this message can you become an expert of "Seiken Densetsu" (Legend of the Sacred Sword)!!

, shi　　ch

Koichi Ishii

27 years old

[Story and Character Design]

The adventure story themed around the Mana Tree is something I've wanted to do for a long time!

Welcome, I am Ishii, the butler and director of Bincet.

Four years ago, Ac

Long Playing Game　　Final

I had a passion to create an action RPG, which led to the creation of F's battle screen.

Fantasy

And now, having finished creating "Seiken Densetsu," I am overwhelmed with emotion. Also, the sad story of a boy and a girl centered on the Mana Tree was a theme I had wanted to do for a long time, and I hope those who played "Seiken" will empathize with the protagonist's feelings.

I hope "Seiken Densetsu," which the whole team worked on together as one, will remain in the back of players' minds even after 5 or 10 years. Please continue to look forward to Square's games. We want to keep producing wonderful games never seen before.

Yoshieda Satoru

Yoshieda

Satoru, 28 years old

[Programming In Charge]

A tennis game, and before we knew i t, it became Seiken Densetsu!?

This game was originally an experimental tennis game. At some point the court bega n to scroll, and the racket...

Player character

The "to" becomes a PC, the ball becomes a weapon, the opponent

The side racket became an enemy, the court was renamed a map

and... before I knew it, a scenario had been added, and the title "Seiken Densetsu" appeared on the screen. Strangely enough...

touken

Kenji Ito

Ito, 23 years old

[Music and Sound Effects]

Have many people play it,

I want the ending to move/affect people emotionally!

Hello, this is the music attendant of the Holy Sword. The other day, I finished t he game by myself and was watching t he ending, and it was truly moving. Ind eed,

I want many people to play it and be mo ved by the ending. While that emotion i s still fresh, go to a record store and sho ut, "Please give me the Seiken CD!" Kaz u!

Shibu

Kazuko Shibuya

? years old

[Graphic Staff]

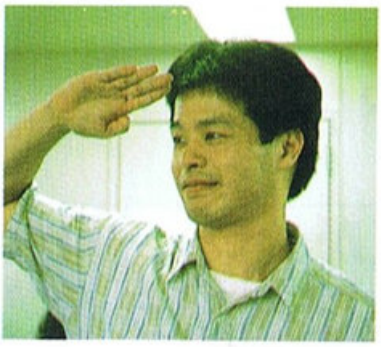
After all, I wish I could have drawn it in lots of colored panels...

She is the longest-serving graphic designer on the Seiken team. S he has been playing FF all along, so this is her first time working on Game Boy, of course. At first, the monochrome screen felt bor ing, and she would go to the people doing Super Famicom graphi cs and mutter from behind, "It must be nice to have colors..."

Final Fantasy

She really wished Seiken could have been drawn in color.

Yoshinori



Yoshinori Kitase, 24 years old

[Scenario Writer]

I added my own arrangements and playful touches!

Um, I'm Yoshinori Kitase, mainly in charge of the scenario. The original story concept is Mr. Ishii's, but I've added my own arrangements and playful touches in the finer details. Fil

I love Star Wars in terms of visuals and Chi. sato Moritaka as an idol, so there might be some playful references to them... ? This time, I was able to create the work very enjoyably.

Oohashi

Gorou Oohashi 25 years old

[Maps and Other Responsibilities]

It's rough around the edges, but it's packed with the unique charms of a new work!

Nice to meet you. I'm Ohashi. Thank you very much for purchasing "Seiken Densetsu."

Final Fantasy

In terms of polish, it may lag behind FF

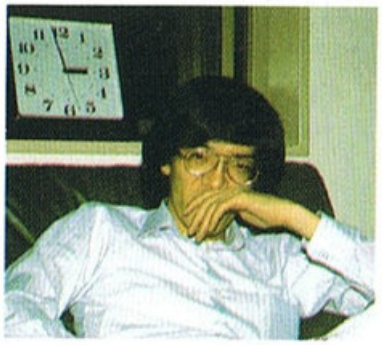
Yuzu

It may yield a step to the series, but

I take pride in it being full of the rough-edged charm unique to a new title. Please do tell us your impressions after playing.

—

Masaaki



Masaki Saitō 29 years old

[Programming In Charge]

Do not find or reveal bugs or strange tricks!

After all, this is my debut work... well, I have a lot of emotional attachment to it, but to be frank it was a difficult birth. However, it's truly wonderful to be able to hold the produced "Seiken Densetsu" (Legend of the Holy Sword) in my hands!

Now, a word from the creators. No matter what happens, you must not find or reveal bugs or strange tricks.

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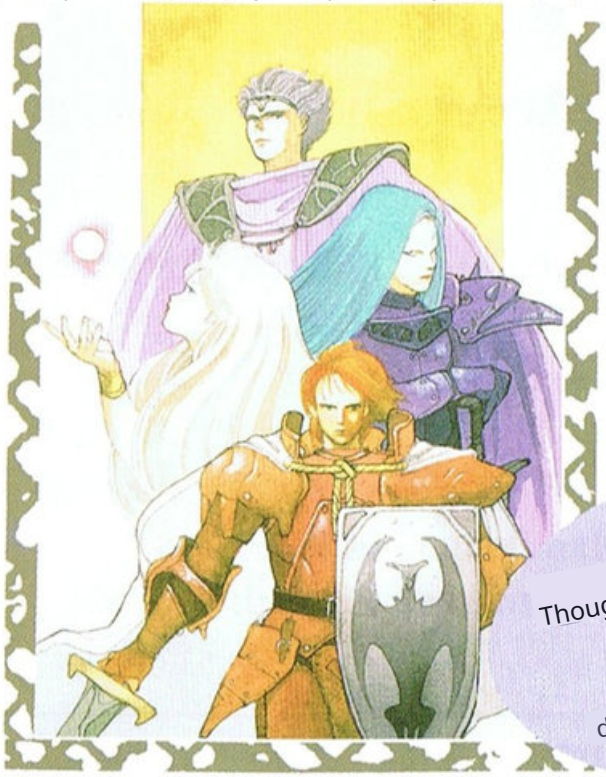
- In Search of the Holy Sword
- Chocobo's Birth
- Chocobo's Theme



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Seiken Densetsu Complete Strategy Edition

Supervision / Square Co., Ltd.

Editing / A-One Office Co., Ltd.

Director / Yusuke Hirata

Kiyotaka Somizu

Editor / Kiyoshi Furuhashi

Co-Editor / Ayumi Furuhashi

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Koichi Ishii, Kazuko Shibuya, Kiyotaka Sosui

Published August 10, 1991 First edition August 6, 1993, 5th printing

Publisher: Kenichiro Utsunomiya

Publishing House: NTT Publishing Co., Ltd.

4F, Shiba Dai-1 Building, 5-3-2 Shiba, Minato-ku, Tokyo

☎(03)5484-4060

Printed by: Tosho Printing Co., Ltd.

Defective or missing pages will be replaced

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ISBN4-87188-132-6 C0276

The listed price is shown on the cover.

We are unable to answer questions regarding game content.

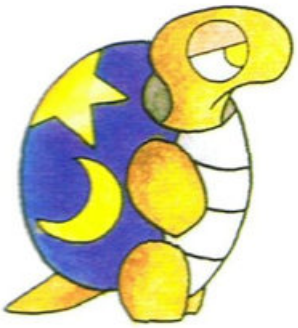
ISBN4-87188-132-6

C0276 P850E

9784871881326

List price 850 yen (base price 825 yen)

1910276008503



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